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Legion Outpost II

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An unofficial fan magazine dedicated to the Legion of Super-Heroes™

Legion Outpost II

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References: 60 years of DC Comics,
The Amazing World of DC Comics # 9 (Legion Handbook) by DC Comics,
the Legion of Super-Heroes sourcebooks by Mayfair Games,
The Legion of Super-Heroes Index, volumes 1 through 5, by ICG

A message from the publisher:

Welcome to *Legion Outpost II*, an electronic fan magazine dedicated to DC Comics' ***Legion of Super-Heroes*** and ***Legionnaires***. The original *Legion Outpost* was a popular fanzine published many years ago; this project is an attempt to continue that legacy. *Legion Outpost II* will contain regular features such as Who's Who pages and chronological listings of all appearances of the Legion of Super-Heroes. The real goal, however, is to involve the reader in helping to create the bulk of this magazine through the submission of letters and articles. I'm counting on you to help me publish this 'zine on a regular schedule. Send me your ideas, your letters, corrections ... any information you have which will help me put this all together. Please E-Mail all correspondence to outpost2@InfiniteEarths.org. The reboot of the Legion of Super-Heroes will all but disregard the original history. With *Legion Outpost II*, not only will that history be preserved, but younger fans will discover the same Legion that I fell in love with 20 years ago. Long live the Legion!

Section I - Spotlight on: the Legion of Substitute Heroes (part two):

Welcome to the second of two parts of the Legion of Substitute Heroes feature. Part one reviewed the membership of the Substitute Heroes. This concluding chapter details their many misadventures.

The misadventures of the Legion of Substitute Heroes, part two

by Rob Sandusky and Outpost2

The adventures

For thirty-four years, we, Legion readers, have been enjoying the antics of a smaller, but no less important group of heroes. Their numbers have been few, but they have played a major role in the history of the Legion of Super-Heroes. The Legion of Substitute Heroes have appeared in each version of the Legion, and they have been active in the most important of the stories to affect our team. Several have joined the ranks of the Super-Heroes, some have been less than successful, but all shared the dream of being full-time Legionnaires.

The first appearance of the Subs was in 1963 in *ADVENTURE COMICS #306*. Each had tried out for the Legion, and were rejected. Given the reasons that their powers were "too uncontrollable" or "not useful enough", this would give way to many a fan arguing these comments for decades. Meeting and banding together, they promised to fight evil unbeknownst to the Legion. The original members were: Polar Boy (leader), Night Girl, Chlorophyll Kid, Fire Lad, and Stone Boy.

Five months later in *ADVENTURE COMICS #311*, the Subs returned in a secret battle against the Legion, helping to prove that they had been replaced by aliens. In this issue, the crush that Night Girl had on Cosmic Boy was revealed, leading to one of the longest romances in Legion history.

The Subs next appeared at the induction ceremony of honorary member Jimmy Olsen in *SUPERMAN'S PAL, JIMMY OLSEN #72*.

Night Girl would turn out to be one of the two Subs to rack up the most appearances. In *ADVENTURE COMICS #313*, she tried to aid the female members of the Legion when struck with a mysterious crimson virus (at the suggestion of Polar Boy, the other "most seen" Sub).

After nine months in secrecy, the Subs revealed themselves to save Earth from a band of space-raiders. This led to the Legion holding "The Legionnaire's Super Contest" in *ADVENTURE COMICS #315*, which gave one Sub the right to become a full-fledged member. It was his willingness to give up that chance to save innocent people that won Stone Boy the contest. Ironically, he refused, not wanting to leave his friends in the Subs behind.

The Subs returned four months later in *ADVENTURE COMICS #319*. The Legionnaires had all fallen to an unseen enemy on the planet Throon. The Substitute Heroes launched a suicide run on the planet, and succeeded in rescuing the Legion. After returning to Earth, the Substitute Heroes were made Legion Reservists.

The Legionnaires and the Substitute Heroes left Earth to attempt to penetrate the Time Trapper's Iron Curtain of Time in *ADVENTURE COMICS #322*. The Super-Pets were left behind to guard the clubhouse.

Dynamo-Boy took control of the Legion of Super-Heroes in *ADVENTURE COMICS #330-331*. The Legion of Super-Villains showed up in *#331*. The Substitute Heroes arrived to battle the three villains, but they were ordered away by Dynamo-Boy.

In *ADVENTURE COMICS #337*, both Night Girl and Chlorophyll Kid assisted the Legion in fake tryouts, which set up alien invaders to be captured.

Five months later, we saw Star Boy kill in self-defense. The Legion concluded that he had other alternatives available to him, thus he was expelled from the team. In the final scenes of *ADVENTURE COMICS #342*, Dream Girl informed Star Boy that she had just joined the Substitute Heroes, and that they would like him to join them too. He gladly accepted. Star Boy is then seen again in *ADVENTURE COMICS #343*. Also important in *#342* is the first appearance of Color Kid, who was offered a place in the Subs some time later, but before *ADVENTURE COMICS #351*.

One of the best storylines (in MY opinion) from the early years was "The Outcast Super-Heroes" from *ADVENTURE COMICS #350* and *351*. In it, Superboy and Supergirl were forced to resign due a green kryptonite cloud surrounding the Earth. They asked to name their replacements, Sir Prize (Star Boy) and Miss Terious (Dream Girl), who were hidden behind armor and unknown to the other Legion members. The story introduced the Devil's Dozen, brought back many heroes that left the Legion or were on the disabled list, and ... the kryptonite cloud? Changed in color to blue by Color Kid - - now a Sub!!!

One of the most famous storylines - - the Adult Legion story (*ADVENTURE COMICS #354* and *355*) - - gave us one glimpse of the future. In it, Night Woman was married to Cosmic Man, while Polar Man was an active member of the Legion.

Next, the parents of Polar Boy traveled to the 20th century to help Superboy in *SUPERBOY [first series] #148*.

The fully assembled Substitute Legion next appeared in *ADVENTURE COMICS #374*, where they helped the Legionnaires defeat the Scorpius gang.

Night Girl next appeared in *ACTION COMICS #386*, where she and the Legion of Super-Heroes were attacked by the villainess Uli Algor.

At this point, the Legion of Super-Heroes had gone from *ADVENTURE COMICS*, to *ACTION COMICS*, to nowhere, to then showing up in *SUPERBOY*. And true to form, the Subs followed. The Subs have always been written into the storylines as visitors or actual candidates. They were present, for instance, at the wedding of Bouncing Boy and Duo Damsel in *SUPERBOY [first series] #200*. In *#201*, which coincided with the return of Wildfire, both Infectious Lass and Porcupine Pete tried out for membership, and were rejected. We would see them both again nine years later as members of the Substitute Heroes, in a team up of the Subs and Superman, where they banded together to fight - - who else - - Ambush Bug!!!!!

SUPERBOY [first series] #211 finds the original Legion clubhouse given away to the Subs, with appearances by Stone Boy, Fire Lad, and Chlorophyll Kid.

A super team-up that was forever in the making took place in *SUPERBOY [first series] #212*. It paired Night Girl with Shadow Lass, whose powers complimented each other and made for great storytelling.

Night Girl next appeared in *SUPERBOY [first series] #229*. The Legionnaires had just come from the funeral of Chemical King. Cosmic Boy called Night Girl, and they went out with Lightning Lad and Saturn Girl in an attempt to cheer themselves up.

Next, Night Girl appeared with Cosmic Boy in *SUPERBOY & THE LEGION OF SUPER-HEROES #236*. The two heroes stopped the Worldsmith on the planet Braal.

The Subs next appeared at the long-awaited marriage of Lightning Lad and Saturn Girl in *ALL NEW COLLECTORS' EDITION #C-55* (that @!$#& tabloid!).

The "Earth War" saga was a very popular storyline with the readers. In *SUPERBOY & THE LEGION OF SUPER-HEROES #243-244*, the Subs tried to defend the Earth, but failed. They then appeared in a cameo in issue *#245*.

But where the Subs shined was in *SUPERBOY & THE LEGION OF SUPER-HEROES #254*, when the Subs, with the help of Brainiac 5, defeated the League of Super-Assassins, of which Blok was a member before joining the Legion.

SECRETS OF THE LEGION OF SUPER-HEROES was a mini-series that retold the origins of all the members of the Legion. In issue *#3*, the origins of the Substitute Heroes were retold.

THE LEGION OF SUPER-HEROES [second series] ANNUAL #1 involved the takeover of the Legion headquarters by Computo. The Subs were seen trying to assist the Science Police in getting through Computo's blockade.

The Subs also had a role in *THE LEGION OF SUPER-HEROES [second series] #294*, the concluding chapter of "The Great Darkness Saga", where they joined the Wanderers, Dev-Em, the Heroes of Lallor and others in defending Weber's World from mind-controlled Daxamites.

THE LEGION OF SUPER-HEROES [second series] #296 retold the history of Cosmic Boy. As would be expected, Night Girl played an important role in the story. She also appeared with Cosmic Boy in *#297*.

THE LEGION OF SUPER-HEROES [second series] #300 was a powerhouse issue, with several writers and artists depicting alternate realities for the Legion. The Subs were involved with, and were even inducted into, the Legion during their initial battle with Computo. In this parallel world storyline, Polar Boy is killed. The Subs were also present at the group photo at the end of this issue.

One of my very personal favorite issues was *DC COMICS PRESENTS #59*, where Superman and the Subs battled Ambush Bug. This was the first time that the Subs were seen in a totally humorous way, and they were depicted as buffoons who couldn't do anything right. It also introduced "The Legion of Substitute Heroes Auxiliary" - - those that were too lame to be inducted into the Subs. While Infectious Lass and Porcupine Pete were full Sub members, two others were seen that had not been seen since very early in Legion history. Trying out for the Auxiliary were Antennae Lad (first seen *ADVENTURE COMICS #305*) and Double-Header (first seen *ADVENTURE COMICS #323*).

THE LEGION OF SUPER-HEROES [second series] #306 was a spotlight on Star Boy. As part of his history, Thom retold of his time as a member of the Substitute Heroes.

In *LEGION OF SUPER-HEROES [third series] #3*, Night Girl contacted Cosmic Boy to ask if the Substitute Heroes could be of any help against the Legion of Super-Villains.

Cosmic Boy and the Subs were stranded in space in *TALES OF THE LEGION #316*, but were eventually rescued by the Legion Academy cadets.

To protect against the Legion of Super-Villains, Cosmic Boy gathered the Subs together with the Legion Academy and Legion Reserve in *LEGION OF SUPER-HEROES [third series] #4*.

Cosmic Boy told Night Girl he was considering quitting the Legion in *LEGION OF SUPER-HEROES [third series] #8*.

Keith Giffen had a peculiar way with the Subs. In his *LEGION OF SUBSTITUTE HEROES SPECIAL #1*, he "changed" the Subs. Polar Boy had spiked ice hair, Fire Lad would hiccup and set things on fire, Chlorophyll Kid was huge and arrested by the Calorie Police on the planet Bismoll, and the villain, Pulsar Stargrave, was defeated when he was smashed to smithereens by a rock-hard Stone Boy.

The Subs were next seen in issue *#5* of the multiverse-shattering mini-series *CRISIS ON INFINITE EARTHS*.

It wasn't until *LEGION OF SUPER-HEROES [third series] #14* (and after Giffen had poked fun at them) that Polar Boy disbanded the Subs, and was inducted into the Legion as a full-fledged member. We were told that Night Girl would be returning to her home planet Kathoon with Cosmic Boy, while the others planned to retire.

Cosmic Boy and Night Girl dedicated the original Legion clubhouse as a super-hero museum in *LEGION OF SUPER-HEROES [third series] #15*, then headed for their vacation.

During the *LEGENDS* crossover, Cosmic Boy and Night Girl starred in a four-issue *COSMIC BOY* mini-series, traveling back in time to the present day for vacation.

Polar Boy had his moment in the sun in issue *LEGION OF SUPER-HEROES [third series] #36*, when he was elected leader of the Legion, thanks to votes by the readers of the comic. In that same issue, Cosmic Boy and Night Girl returned from the 20th century with bad news about the timestream.

The "Superboy Pocket Universe" story (*LEGION OF SUPER-HEROES [third series] #37-38, SUPERMAN [second series] #8,* and *ACTION COMICS #591*), brought a tragic end to Superboy's appearances in the Legion, tied up some loose storylines, and featured Night Girl.

In *LEGION OF SUPER-HEROES [third series] ANNUAL #3*, Cosmic Boy found reason to activate a new group of Substitute Heroes. This team would support the Legion when needed, but were a loose knit group with no secrecy, meetings, or clubhouse. It was made up of former Legionnaires (Cosmic Boy, Duo Damsel, Bouncing Boy), a former Sub (Night Girl), and Academy students (Comet Queen, Karate Kid II).

SECRET ORIGINS [second ongoing series] was an invaluable series that provided the origins of many DC characters. The Substitute Heroes had their moment of glory in issue *#37*.

Chlorophyll Kid and Fire Lad next appeared in *LEGION OF SUPER-HEROES [third series] #61*, during the so-called "Magic Wars". Cosmic Boy called together the new Subs in issue *#63* to fight in that battle.

The "Five Years Later" storyline both excited and frustrated readers at the same time. All that was was turned upside-down. *LEGION OF SUPER-HEROES [fourth series] #1* showed Cosmic Boy and Night Girl married and expecting a child. Issue *#11* reintroduced Polar Boy, who, for the last two years, had been in jail on conspiracy charges against Earthgov, which was now under Dominion control. Issue *#14* had Polar Boy freed and on Tartarus, being "offered a job he can't refuse" working with Evillo's daughters.

We also learn that prior to the story arc starting, during the five year gap, most members of the Subs (except for Night Girl) had joined the Legion once many of the Legion's older members began quitting (approximately two years after the end of the "Magic Wars"). Some dropped out to go underground and join the Earth resistance. When the Legion was finally forced to disband, Fire Lad, Polar Boy, and Stone Boy were still active members. It was revealed that Stone Boy and Fire Lad later joined the resistance movement.

This resistance group was also referred to as the S.U.B.S. - - or "Superhuman Underground Battle Squad". They had major appearances in issues *#16*, *18*, *20*, *26*, *28*, *29*, *30*, *40*, and *41*. Issue *#41* was particularly important, as they were invited to rejoin the revamped Legion, but instead choose to stay on Earth. They were also seen in issue *#54*, trying to arrest the renegade Legion ... which takes us up to Zero Hour.

Zero Hour, as we all know, wiped out the "Five Year Later" arc and rebooted the Legion of Super-Heroes. The next two years reintroduced a great deal of cast, and finally, in *LEGIONNAIRES #43*, we saw signs of the formation of the Subs. Chlorophyll Kid, Fire Lad, Color Kid, and Infectious Lass were depicted on the cover. Inside, we witnessed the rejection of Polar Boy. As he was leaving, he bumped into the rejected Night Girl. Polar Boy was immediately smitten with her, and suggested that there must be some way that they could put their powers to good use. Stone Boy was shown to be the last applicant to be tested. Where the story goes from here is anyone's guess.

Well, that brings us up to the present and the long-awaited reintroduction of the Subs in, it is rumored, *LEGIONNAIRES #50*. If you are a longtime reader, I'm sure you've enjoyed this walk down memory lane, and it may even get you to dig out some of your classic issues. If you are a new reader, these issues can give you a good deal of insight into the history of the Subs.

The checklist

Presented below is what is believed to be a complete listing of the adventures of the Legion of Substitute Heroes. This list does not include appearances of the original Substitute Heroes after they were disbanded, nor does it include reprints. To keep my sanity, I have included only the first appearance of the SUB-Heroes, and none of their subsequent appearances. Only the first appearance of the reboot Subs is listed here.

ADVENTURE COMICS # 306 (Subs are formed in secret, battle Plant Men),
ADVENTURE COMICS # 311 (Subs expose impostor Legion),
SUPERMAN'S PAL, JIMMY OLSEN # 72 (Subs appear at Jimmy's induction),
ADVENTURE COMICS # 313 (Night Girl only helps Legion against Satan Girl),
ADVENTURE COMICS # 315 (Subs' existence revealed, Legion hold contest),
SUPERMAN'S GIRL FRIEND, LOIS LANE # 47 (computer simulation with Night Girl),
ADVENTURE COMICS # 319 (Subs help with trouble on Throon, made Reservists),
ADVENTURE COMICS # 322 (Subs help Legion against Iron Curtain of Time),
ADVENTURE COMICS # 323 (featurette),
ADVENTURE COMICS # 331 (Subs vs. Dynamo-Boy and LSV),
ADVENTURE COMICS # 337 (Night Girl and Chlorophyll Kid help the Legion),
ADVENTURE COMICS # 342 (Dream Girl and Star Boy join Subs),
ADVENTURE COMICS # 351 (Subs help Legion against Evillo),
ADVENTURE COMICS # 354-355 (imaginary Adult Legion),
SUPERBOY [first series] # 148 (parents of Polar Boy only in 20th century),
ADVENTURE COMICS # 374 (Subs help Legion against Scorpius gang),
ACTION COMICS # 386 (Night Girl only helps Legion against Uli Algor),
ADVENTURE COMICS #403 (featurette),
SUPERBOY [first series] # 200 (Subs at wedding of Chuck Taine and Luornu Durgo),
SUPERBOY [first series] # 208 (featurette),
SUPERBOY [first series] # 211 (Stone Boy, Chlorophyll Kid, and Fire Lad only; Subs obtain original Legion HQ as their HQ),
SUPERBOY [first series] # 212 (Night Girl and Cosmic Boy vs. "Crafty" Colson),
SUPERMAN FAMILY # 175 (featurette),
SUPERBOY [first series] # 229 (Night Girl and Cosmic Boy),
SUPERBOY & THE LEGION OF SUPER-HEROES # 236 (Night Girl and Cosmic Boy),
ALL NEW COLLECTORS' EDITION # C-55 (Subs at Ranzz wedding),
SUPERBOY & THE LEGION OF SUPER-HEROES # 243 (Subs fight in Earthwar),
SUPERBOY & THE LEGION OF SUPER-HEROES # 244 (Subs fight in Earthwar),
SUPERBOY & THE LEGION OF SUPER-HEROES # 245 (Subs fight in Earthwar),
SUPERBOY & THE LEGION OF SUPER-HEROES # 254 (Subs vs. Super-Assassins),
SECRETS OF THE LEGION OF SUPER-HEROES #3 (flashback to origins of the Subs),
THE LEGION OF SUPER-HEROES [second series] ANNUAL # 1 (Subs try and help against Computo),
THE LEGION OF SUPER-HEROES [second series] # 294 (Subs help against Darkseid),
THE LEGION OF SUPER-HEROES [second series] # 295 (featurette),
THE LEGION OF SUPER-HEROES [second series] # 296 (Night Girl and Cosmic Boy),
THE LEGION OF SUPER-HEROES [second series] # 297 (Night Girl and Cosmic Boy),

THE LEGION OF SUPER-HEROES [second series] # 300 (Subs at Legion photo shoot, and in imaginary Adult Legion),
DC COMICS PRESENTS # 59 (Superman & Subs vs. Ambush Bug; 1st app. Auxiliary),
THE LEGION OF SUPER-HEROES [second series] # 306 (flashback in Star Boy tale),
LEGION OF SUPER-HEROES [third series] # 3 (Night Girl contacts Cosmic Boy),
TALES OF THE LEGION # 316 (Cosmic Boy and Subs vs. smugglers),
LEGION OF SUPER-HEROES [third series] # 4 (Cosmic Boy gathers Subs and others),
LEGION OF SUPER-HEROES [third series] # 8 (Night Girl and Cosmic Boy),
WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 4,
LEGION OF SUBSTITUTE HEROES SPECIAL # 1 (Subs vs. Pulsar Stargrave),
WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 5,
CRISIS ON INFINITE EARTHS # 5 (Subs during Crisis),
LEGION OF SUPER-HEROES [third series] # 14 (Polar Boy disbands the Subs),
LEGION OF SUPER-HEROES [third series] # 15 (Night Girl and Cosmic Boy dedicate the original Legion HQ - - later the Subs HQ - - to a museum),
WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 8,
WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 13,
WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 16,
WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 18,
WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 22,
WHO'S WHO: UPDATE '87 # 3,
LEGION OF SUPER-HEROES [third series] ANNUAL # 3 (second Subs are formed),
WHO'S WHO IN THE LEGION OF SUPER-HEROES #1 (Subs in flashback feature),
WHO'S WHO IN THE LEGION OF SUPER-HEROES #2 (Subs in flashback feature),
WHO'S WHO IN THE LEGION OF SUPER-HEROES #3 (Subs),
WHO'S WHO IN THE LEGION OF SUPER-HEROES #5 (Polar Boy only),
SECRET ORIGINS [second ongoing series] # 37 (flashback to origin of the Subs),
LEGION OF SUPER-HEROES [third series] # 63 (second Subs in Magic Wars),
LEGION OF SUPER-HEROES [fourth series] # 16 (1st app. of the SUB-Heroes),
WHO'S WHO IN THE DC UNIVERSE # 11,
JUSTICE LEAGUE EUROPE ANNUAL # 2 (flashback to early years of Subs),
LEGIONNAIRES #43 (the seeds for the reboot Subs are planted)

Section II - Legion spotlight on ... Laurel Gand:

The following is a Laurel Gand article by AOL member Carsda.

Laurel Gand

Since she first graced the pages of *LEGION OF SUPER-HEROES*, virtually no character has had the following and support (or hatred) of fans than Laurel Gand. Perhaps this is because of the political fires from which she was born - - a fight between the powers that be at DC Comics and the fans.

I suppose the fight began back in 1985 during the *CRISIS ON INFINITE EARTHS*. This was DC's way of revamping a stagnating line-up, trying to infuse new life into titles that had been on the stands for fifty years. During the monumental 12 part inter-company crossover virtually every character was involved, and some paid the price with their lives. Wanting to send a shock ripple through the fans, not even the major characters were spared: The Flash perished in *#8*, while Supergirl gave her life in the double-sized issue *#7* (Oct. 85).

This issue tore at Legion fans' hearts. Supergirl was a much-loved character during her too few Legion appearances. She seemed to be returning to Legion popularity toward the end of her life too as she made appearances in "The Great Darkness Saga" and "The Trial of Ontiir" on Weber's World. To paraphrase President Clinton, we "felt Brainiac 5's pain".

Flash forward a few years and "Supergirl" makes her first appearance in *SUPERMAN [second series] #16* (April 1988). But *this* Supergirl, or Matrix as she was known, was *not* Kara. It soon became apparent that she would not venture into the 30th century and mingle with the Legion. Supergirl was gone from Legion mythology forever ...

This is when Laurel Gand first splashed onto the scene. The Legion had a turbulent beginning when it re-launched itself as a title in November of 1989. After Mon-El destroyed the Time Trapper in issue *#4* (second series), all that we knew before had vanished, and became subject to change. When the universe repaired itself and returned in issue *#6* (April 1990) some things were not as we remembered, and others were slightly tweaked.

On page 17, issue *#6*, I remember actually getting a chill. Here was a character we had never seen before, blonde, blue eyed, wearing a headband like Kara often did. She flew, spoke of Mordru's magic being the one power that could threaten her, and talked of old teammates in trouble. I think most everyone reading that issue had at least thought for a moment that Supergirl had returned.

To those quick readers out there, there was one other brief piece of information in that issue. It was in the text page, "The Last Days of Daxam", top line: "... and at last report was battling against the Khundish invasions of U.P. space.". To be honest, I didn't know they were writing about Laurel Gand until I re-read the comic a month or two later (I had to do that a lot with this version of the Legion).

In the next issue we discovered she was Laurel Gand, a relative of Lar Gand's. This kind of paralleled the fact that Superboy and Supergirl were cousins. So while not trying to duplicate things, the Bierbaums and Giffen were saluting what went before.

This is most evident in *LEGION OF SUPER-HEROES [fourth series] #9*, "Laurel's Story". Her origin is basically a rehash of "Supergirl's Three Super Girl Friends" from *ACTION COMICS #276* (May 1961). In the original story, Supergirl is contacted by Saturn Girl, Phantom Girl, and Triplicate Girl while in her secret identity of Linda Lee. She is invited to the future where she meets Brainiac 5, gets a crush on him, retrieves three curios of the past, and joins the Legion. In the "rewrite", Leela Linder gets contacted by Saturn Girl, Phantom Girl, and Triad. She meets Brainiac 5, gets a crush on him, retrieves three Great Lost Treasures from Earth history while getting lead poisoning in the process. Brainiac cures her, and then she joins the Legion.

Some other facts that are introduced in this tale include that Laurel Gand was the ninth member to join the Legion of Super-Heroes. A later issue, *LSHv4 #33*, states that Kid Quantum was the ninth member. So she was either ninth or tenth. She grew up on Ricklef II, an asteroid city on the rim of Daxam's star system. Her mother Lauren was the commander of the Defense Web based on the asteroid. While Laurel and her father Zavrel Kama were visiting her mother, Khunds raided the base under the leadership of Zaryan, the Khund who would later kill Lightning Lad. Laurel's parents were both killed in the fight, but she managed to escape, hide, and overhear the Khunds' plans. She went to Auxiliary Control, overrode the Main Control Room, and reactivated the Defense Control Tower. The Khund Fleet was decimated, and Laurel was made a hero. To the Khunds, she became the Demon-Mother.

Zaryan escaped, and plotted to kill her. When assassins were caught trying to get her, her cousin Eltro Gand and the Science Police chose to take her underground, which led to her placement at the orphanage in Fargo, on Earth, where she was contacted by the three Legionnaire women.

So while the Khund storyline was new, the orphanage and hiding there were homages to the past. Also in her origin story she wore a costume like Valor's but with a skirt, much like the super-cousins wore similar uniforms.

Speaking of uniforms: Many readers also thought that Laurel was based on Laurel Kent, who usually wore a ... shall we say ... skimpy outfit. For a while there the letter columns were full of "cover her behind up" vs. "leave her derrière bare" debates. For those who don't know, Laurel Gand wore a thong as part of her get-up.

Here are some excerpts from the debate:

In issue *#11*, Gail Slate writes: the undraped women make the series "look more like soft pornography than it does a comic book". In the same issue John Rohling comments: Laurel combines "the looks of Kim Alexis and all the powers of Superman," an "incredibly erotic" combination.

Someone named Strick had this to say in issue *#12*: "Okay, let's face it: Laurel Kent was a slut, but she made so very few appearances. But Laurel Gand is Supergirl reborn, and the old Supergirl was of upstanding character, the girl next door ...

"So you've brought in Laurel Gand and combined the two. Bad move. The new Laurel should be Supergirl, through and through. Supergirl had what it takes to attract readers. Laurel (either of them)? She's got a bare butt.

"... a woman wearing a thong and a blouse and jacket is advertising just one thing.

"At first, I thought I was being too touchy when I noticed all the crotch shots, but then I compared the times we were focusing on others' crotches in this story and the ones preceding it. And I found that there was an inordinate number of crotch shots starring Laurel."

Editor Michael Eury had this response: "Laurel Gand is not Supergirl. Laurel Gand is Laurel Gand. And incidentally, if Supergirl truly 'had what it takes to attract readers', she'd still be published today.". Wonder what Mr. Eury has to say now that there's a new *SUPERGIRL* series out?

Finally, a few comments from *LSHv4 #15*: Ed Homa Jr. wrote this poem:

"Posterior, derrière, keister, rump, rear end.

Call it what you want but do not cover Laurel Gand's!"

And lastly, Joe Jackson Frazer writes: "What do you call a woman who is two-timing one man, has a baby out of wedlock and wears a costume like that? Here in Nashville we call them a slut."

Another comment from a letter column, again *LSHv4 #11*, brings to mind some of the controversy that surrounded her, especially with long time fans. Kevin Wohlmut writes: "You've created a character whose first name is Laurel (like Laurel Kent), who's from Daxam (like Mon-El), who's the last survivor of her world (like Superboy), with blonde hair and blue eyes (like Supergirl). By rolling all these old-guard Legionnaire bricks into one new character, you've created a memorial that will do nothing but remind us old-guard readers of all those dead/non-existent characters *all the time*. Laurel Gand has spunk and eventually I'll get to like her. But in my view, she's an artificially created character who's going to be an eyesore for quite a while ...".

The response from Tom and Mary Bierbaum was that she reminds readers of certain departed characters, but that a lot of the readers like to be reminded. I think over time, most of her critics either accepted her, or dropped the title because they disliked so many of the changes.

Here are the biological facts about Laurel Gand: She was 7'0" tall, weighed 175 lbs., had blue-green eyes and light blonde hair. Rond Vidar was her common-law husband, and the two of them had a baby daughter named Lauren, named after her mother. The reason I put that in is because this information changes with the current Laurel Gand.

As Laurel Gand was a mixture of Supergirl and Laurel Kent, the current Laurel Gand is a mixture of the old Laurel Gand and the old Andromeda. Andromeda made her first appearance in *LSHv4 #24* (Nov. 1991) and was one of the Batch SW6 heroes. At this time she wasn't Andromeda but simply a younger clone/split-off of Laurel Gand. She made her first appearance in her Andromeda costume with that name in *LSHv4 #41*.

With the younger "Legionnaires", Andromeda had some adventures, but nothing too out of the ordinary for a comic book character. However, her older counterpart Laurel was in for a rough ride.

Toward the end of their run, the Legion was made out to be traitors to the United Planets. They went underground and most of the team came up with new names and identities. I honestly haven't been able to find one for Laurel. It seems as though she was simply "Laurel" for the rest of the run, even though she changed her appearance by covering her hair and eyes behind huge goggles. She made her first appearance in this garb in *LSHv4 #54*.

Trouble started when Universo joined forces with the Khunds to destroy Weber's World. The Legion was set up by Universo and made to go on the run. After several issues, they came to Weber's World to prove their innocence and to stop Universo. Universo led them to believe that there was one bomb on the station. However, they learned too late that there were more bombs. In haste, Laurel set out to destroy them all, as did Violet and Lightning Lass. At the end of the issue (*LSHv4 #58*) one of the bombs went off, and it was left in question who would live or die.

The next issue still had the question hanging in the air for most of it. Laurel's fate isn't revealed until page 21, *#59* (July 94), when the doctor says: "... ... I'm sorry ...". In the drawing are groups of Legionnaires crying and hugging. I especially like the shot of Brainiac 5 comforting Rond Vidar. Even though they both loved the same woman, in the end their shared grief for her overcame whatever jealousies they once had.

Things fall to pieces completely for the Legion next as they go through "End of an Era" and "Zero Hour". It's really too complicated to go into here, and has been covered in this fanzine already, but suffice it to say that the entire Legion is wiped out to make way for a new one. For the record, Andromeda was stunned by Laurel's death, feeling that a part of her had died (who wouldn't be?), and she too fades from reality in *VALOR #22* (August 94).

* * * * *

The new Laurel Gand, also code-named Andromeda, is 6'2", 150 lbs., has blue eyes and blonde hair - - this according to the *LEGION OF SUPER-HEROES ANNUAL [fourth series] #6* (1995). I'm guessing these stats are different because this is a younger Laurel whose body hasn't fully matured. She has no relationship with Rond Vidar, and certainly no baby daughter named Lauren. In fact, in many ways this Laurel has little to do with the original at all.

She arrived on the scene in *LSHv4 #66* (March 95), displayed on the cover looking pretty much the same but filled with attitude as she asks with a big frown on her face, "*So*, am I *in* or what?". The reboot Legion is full of draftees from other U.P. worlds. Admittedly, they're not under that arrangement anymore, but back in the early stages they were, and most of their members were drafted or chosen by their homeworlds for representation in the United Planet's bold new experiment: the Legion of Super-Heroes.

Laurel is a xenophobe, meaning she can't abide other races. While this makes the other Legionnaires uncomfortable, President Chu says, "Earthgov is *thrilled* at Daxam's sudden *eagerness* to join the *United Planets*. We're still *negotiating* their *overall* contribution ... but volunteering *Laurel* for the *Legion* is *quite* the *positive sign!*". What this means for the others will soon come to fruition.

Here's some early fan response to the new Laurel:

"My only complaint about this issue [*LSHv4 #66*] is Laurel Gand. One of the appealing things about this character in the past is that while she's one of the most powerful beings in the Legion, she remained noble and kind-hearted. I thought she was portrayed as too surly ..." - - Neil Ahlquist

"I hope Andromeda becomes a bit more approachable. No one likes a Legionnaire with that kind of attitude - - that's why we were all so glad when Kid Quantum was written out!" - - Gary Hellen

"Bigoted Daxamites, huh? ... until she gets over this hateful, angst-ridden phase, she is going to remain the most annoying character in the group." - - David Taylor

"She's [Laurel] not a classic LSHer, but I think many of us grew to like her. She had spunk, a warm demeanor and an open mind. To find her transformed into a surly, violent alien is a shock. This again demonstrates that this isn't the old Legion. Furthermore, Laurel is no longer a replacement for Supergirl. I hope somewhere in her is the Laurel who gave her life in the old timeline." - - Simon DelMonte

"... Andromeda's new personality removes her even further from Supergirl 'stand-in' status - - although I bet you're doing a Peter Parker-and-burglar thing with her release of the race-baiters this [*LEGIONNAIRES #23*] issue." - - Scott Lasky

"Thanks ... for basing Andromeda's character on something other than her height or thong." - - Wes Conners

Ah, well ...always back to the thong ...

Anyway, because of her xenophobia she has a difficult time relating and interacting with the other Legionnaires. While talking to her mentor Obin Der, he suggests she start making friends or he might have to summon her back to Daxam. Sheepishly, she asks to go along on a night of dancing with the girls (*LEGIONNAIRES #23*). While waiting to get inside the club, a fish-man gets attacked by some White Triangle thugs. Laurel pursues them and catches them. However, once Laurel sees the symbol on them, she lets them go with a reprimand.

This leads to a big disaster. Later that night, the same men come across Triad-Neutral and beat her to a pulp. As Triad recovers, Shrinking Violet gets concerned about Andromeda, noting that there was no arrest record after Laurel went after them alone. Since Vi is so shy, she doesn't voice her concerns to any of the others.

The next threat to the team is the Composite Man. He is a genetically engineered Durlan who can duplicate the powers of anyone he comes across. Afraid that Andromeda's powers might be replicated, Cosmic Boy sends her away. As she leaves, she says that "I've got unfinished business *elsewhere, anyway*. I'm *gone*." (*LSHv4 #69*). We don't see her again until she crashes through the roof of Legion headquarters in *LEGIONNAIRES #26.*

Her unfinished business was cleaning up the mess she created when she let the three White Triangle thugs go with only a reprimand, only to have them go on and beat up Triad. We also learn in this issue (*LSHv4 #70*) that The White Triangle symbolizes a Daxamite faction dedicated to protecting racial purity. The White Triangle members she found were not Daxamites, but Earthers dedicated to the cause. These men tore through her transuit and poisoned her with lead.

In this issue Laurel displays a lot of character traits not very flattering to her. Her xenophobia blooms to a head, almost as badly as it did during her adventure with Tangleweb a few issues back. She swipes at Brainy several times, not wanting to be touched by him, claiming she's superior. Her coloring is very Aryan - - and I don't think it's a coincidence. We learn that she grew up in a Triangle village, apart from the main population of Daxam. She was taught that the story of Valor, and how he seeded many of the galaxy's inhabitable worlds, was a lie. Her admission to the Legion came because the Gand family still had some clout. When Brainiac asks her if she hates other races, her reply is: "It's *not ... hate.* It's - - *Ghuuh!* - - It's *love ... love* for my *own kind*.".

He gets a chance to gloat over her when he discovers that his ancestor, Vril Dox II, found a cure to Valor's lead poisoning. With some subtle changes, he produces a cure for Laurel. Before he administers it, he asks her to admit that he's superior. She refuses. He then asks her to look him in the eye and tell him he's inferior. She can't do it. As he hands her the potion and walks out, the writers and artists do a good job making us feel sorry for her, but it's still a lot to get over considering the Laurel we had before. And to make matters worse, at the end Violet shows the others what she found in Laurel's room: a White Triangle symbol!

In *LEGIONNAIRES #27*, Laurel unwittingly seals her fate when she contacts Obin Der again. Ambassador Roxxas from Daxam walks in and threatens to pull her out of the Legion. She doesn't want to go, to lose her powers, to lose her ... friends. Roxxas argues back: "You don't *deserve* powers! You're a *weakling* and a *liar*! The Triangle spent precious *political capital* to place you in the Legion! Name *one thing* you've given us besides *shame*!". She replies that she does have one thing to offer: a cure for lead poisoning. Laurel doesn't know it, but she just fired the salvo that starts the war when those words came out of her mouth.

The White Triangle Daxamites first destroy Trom on their way to Earth. They arrive here at the tail end of *LEGIONNAIRES #28* (August 95), the prelude to the big battle in *LEGIONNAIRES ANNUAL #2*. During that issue, Laurel confronts Roxxas, knowing that she is responsible for the Daxamites that are ravaging the planet by telling Roxxas about the lead antidote serum. A fierce fight ensues as Laurel and Roxxas are caught in a blast from an atomic furnace that houses the heat of ten stars. In the engulfing flames, it appears that both Laurel and Roxxas are consumed. The Legionnaires erect statues to their fallen comrades: Apparition, who also "dies" in the issue, and Andromeda. However, on the last page Cosmic Boy is informed that Laurel barely survived the explosion and is being held on the isolated prison Planet Hell, hidden away, because "if it [the galaxy] ever learns that a *Legionnaire* very nearly brought an *end* to the *United Planets*" the U.P. wouldn't have any credibility.

Her "death" seems to mark a turning point in her relationship with the Legion. She voluntarily turns herself over to the authorities and willingly accepts their punishment. R. J. Brande speaks highly of her in his eulogy: "*Andromeda*, who learned the *truth* - - that all who live are *equal*" (*LSHv4 #72*) even while Violet is concerned no one will mourn her. Meanwhile, Brainy smashes his control room and shows us that he really does care for her. In the Legion's eyes, she truly is a hero.

In the eyes of letter-hacks, Apparition's death seems to have stunned people more (probably because we all knew Andromeda was alive, while at the time it seemed as though Apparition was really dead). Here are a few comments:

"Re: *LEGIONNAIRES ANNUAL #2*

Bastards." - - Andrew Boothby

"My heart also goes out to Andromeda; ... I hope she won't languish too long in prison" - - Jeff Rester

"And what about Andromeda? Also a great character, and you put her in prison and let the rest of the team think she's dead! Please do something about these awful events!" - - Christopher B. Skinner

"Andromeda's departure from the book was also a shock; I figured she'd be forgiven and readmitted to the team. Luckily, I was wrong; her self-imposed exile from the team redeems her character a little more." - - Michael Allen

Laurel was not seen again until *LEGIONNAIRES #36* (May 96), an absence of eight months. Live Wire was sent on a secret mission by Cos to round up a rescue squad. When they arrive at Laurel's cell, she doesn't want them to see her. She feels she doesn't deserve to be around any living thing for what she did, and her part in the destruction of Trom. It takes Jan Arrah's forgiveness to turn her around. Together, the "Rescue Squad" go off to face the Fatal Five.

Some humorous moments occur in this story as Laurel continues to call Valor "My Lord Valor" despite his pleas that she stop. He says that they're probably family, and that it just isn't right. Laurel truly turns the corner when she and Valor burst in on Mano and a dying Tharok. Valor wants Andromeda to go with him to stop some missiles that were launched, but she says: "*No*! Tharok's *alive*! He needs *medical attention*!"

"Save *him*? You're *kidding*."

My Lord Valor, *no one's* life is worth any more than anyone *else's*. Believe me, I learned that the *hard* way! Now *go*!"

"You're not *serious* ..."

"*Go*!"

At which point Valor finds it incredible that she actually stood up to him.

Unfortunately for fans of Andromeda, she chose to leave the team in *LEGIONNAIRES #37* (June 96). At this point I think her reasoning mostly has to do with guilt about what she caused and still feeling like she won't be able to fit in. Some Legionnaires I think she considers friends - - Vi comes to mind first - - but her whole world has basically crumbled to pieces in front of her and she needs time to collect herself. I'm guessing that when she does come back, Valor will be the one to do it. He seemed disappointed she left without saying good-bye.

Whether her return will be another one-shot deal or part of a more extended stay is anybody's guess at this point. I, for one, hope she will become a permanent member of the team. Supergirl was a much-loved character during her too few Legion appearances. I hope Laurel Gand doesn't suffer the same fate.

Section III - Who's Who in the Legion of Super-Heroes (part 9):

code name: ***Superboy***™
real name: None
planet of birth: 20th century Earth.
powers: Telekinetic field which enables Superboy to fly, deflect solid objects such as bullets, and lift, bend, or tear apart nearby materials.
historical first appearance: None
modern first appearance: ADVENTURES OF SUPERMAN # 500 (Early June 1993)
historical data: No equivalent of this version of *Superboy*.
modern data: A clone made to resemble *Superman*. Honorary member of the *Legion of Super-Heroes*.

Superboy
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Shortly after Superman's apparent death at the hands of Doomsday, a corrupt executive director of the Cadmus Project, Paul Westfield, attempted to create a clone of the fallen hero. His intention was to implant certain programming into the new man of steel's brain which would guarantee that his actions would always be in accordance with the Project's policies and agendas. Unfortunately, Superman's Kryptonian DNA proved to be indecipherable. Westfield gave one of his men, Doctor Packard, the task of exploring other options. Westfield himself decided on the cell-stock which would be used, keeping the identity of the donor a secret. The strange aura which surrounded Superman's body was studied, and was soon translated into a biological telekinetic field which could be integrated into the clone. There were a dozen false starts, but the thirteen attempt proved to be a success. The Newsboy Legion, a group of young human clones also created by the Project, interrupted the process before it was completed, and helped the subject escape. Because the gestation process was terminated prematurely, the subject was only the physical and mental equivalent of a sixteen year-old. In addition, the mental programming had not yet been implanted in his brain, thus he was free of the Project's control. Initially calling himself "Superman", he reluctantly accepted the name "Superboy" when the true Superman returned from the dead. Superboy soon learned that he was not a clone of Superman, as he had been led to believe, and that all his powers were derived from an inherent telekinetic field. Some time later, Paul Westfield was found murdered, taking many of the secrets of Superboy to his grave. A year would pass before Superboy learned the true identity of the man from which he was cloned. On the anniversary of his "birth", Superboy was contacted by the DNAlien named Dubbilex and brought to Cadmus. Superboy was called in because the previous twelve unsuccessful clones had been discovered. While there, Director Maguire, and other members of the Project, instructed Doctor Packard to analyze the gene-stock used to create Superboy. By cross-referencing the sample against the DNA of everyone who had ever worked at Cadmus, Packard learned that it was Westfield himself who had donated his own DNA for the cloning! After a pep talk with Superman, Superboy accepted his sleazy origins. Shortly after this revelation, Superboy met the time-traveling Legion of Super-Heroes. They were seeking information from him regarding Lar Gand, the Daxamite teen who Superboy had projected into the Stasis Zone only weeks earlier. Superboy returned to the 30th century with the heroes and, after a battle with the Scavenger, helped them release Gand from his thousand-year prison. Superboy was given a Legion flight ring and was made a honorary Legionnaire, before being sent back home.

Section IV - Haven't I seen you someplace before?:

Many times a comic book publisher will parody another company's characters by featuring guest-stars in their books that closely resemble those of their competitor. As long as it remains a parody, it is not considered a copyright infringement (how Marvel Comics got away with publishing a *Squadron Supreme* mini-series I'll never understand). The Legion of Super-Heroes has been the subject of many such parodies.

The first significant Legion clone, the Imperial Guard, first appeared in 1977 at Marvel Comics in *X-Men [first series] #107*. The history of the Imperial Guard was featured in the third issue of *Outpost II* and thus will not be covered here.

Another tribute to the Legion appeared in one of DC Comics' own books. In 1990 and 1991, DC Comics published a series which took place outside their normal continuity, and was based on the Superboy television series. *Superboy [second series] #5*, *15*, and *16* featured a bunch of rowdy teens from the 23rd century. This group was featured in the fourth issue of *Outpost II* and will also not be covered here.

Why then am I writing this article? I'm glad you asked. While finalizing the current issue of *Legion Outpost II*, I discovered that I was going to be two pages short. What sort of feature, I pondered, could I throw together to fill up that space? While surfing the 'net, it came to me. I noticed on Don Sakers' Web page a list of alternate reality Legions. This included a few Legion parodies from other publishers. Most I had already known about, but it never occurred to me to spotlight them here. An easy two pages (heck, I've already used up a half-page already).

Back in 1984, Aardvark-Vanaheim began publication of *normalman*. Issues *#1-7* carried a running joke about a group called the Legion of Superfluous-Heroes. They spent so much time reading their roll call that they never got to see any action.

In late 1986, Blackthorne Publishing put out a one-shot called *Legion of Stupid-Heroes*. The premise was that someone was killing off Legionnaires, leading to an increase in the value of back issues of their comic book.

In 1994, during a DC Comics/ Milestone Comics company crossover called "World's Collide", the realities of the two universes briefly merged. In *Static #14*, the final chapter, we were introduced to the League of Superteens, a team who originally were nothing more than imaginary heroes from a 1950s comic book in the original Milestone Universe. The young heroes from the two universes found themselves altered by the villain Rift to fit the image of those fictional heroes, living on some super-advanced future Earth. Superboy became Fabulous Boy, Static became Static Lad, and Rocket became Rocket Gal. Superman and Icon built a machine which ultimately defeated Rift and restored the two realities.

In 1996, another company crossover between DC Comics and Marvel Comics led to the Amalgam Universe. This amalgamation of the two universes introduced Ferro Man of the X-Patrol, a merger of DC's Ferro and Marvel's Colossus. The Amalgam trading cards hinted at the existence of the Legion of Galactic Guardians of 2099, a team which will finally be introduced when the Amalgam Universe returns in 1997. The first Amalgamation is discussed in more detail elsewhere in this issue of *Outpost II*, the second will be expanded upon next issue.

One of the bright spots of 1996 was Alan Moore's revamping of Maximum Press's *Supreme*, formerly published by Image Comics. Moore had taken the Supreme character and crafted for him a rich past, which has been patterned after that of the Silver Age Superman. *Supreme #42* saw the introduction of the League of Infinity, a team of teen heroes that Supreme had met during his youth as Kid Supreme. In a story entitled "The Hoaxers From Beyond History!" set in 1933, the juvenile delinquent genius named Darius Dax, long-time foe of Kid Supreme, attacks Littlehaven in a giant robot called the Tremendroid. In his robot claw, he holds Judy Jordan, the high school beauty queen. Young Ethan Crane is about to go into action as Kid Supreme and save his sweetheart, when suddenly someone looking exactly like his alter ego appears. Dax must be certain that the hero before him is Kid Supreme and not one of his robot decoys, so the villain blasts him with a flame ray, verifying that he is indeed indestructible. He then challenges the hero to use his "vision supreme". The hero glares at the chains holding a hanging sign, cutting them. Dax then demands a display of his strength. The hero stomps on the ground, causing a shockwave. Dax declares he can now spring his trap, and tosses away his now useless hostage. Ethan knows he must rush into action and save Judy, even though it means he will reveal his identity. Just as he pulls open his shirt, a stranger tells him that there is no need to reveal his secret identity. The stranger removes her overcoat, revealing a flashy costume underneath. Ethan then realizes that everyone but them are frozen in time. The stranger explains that she is Zayla Zarn from the 25th century, also known as Futuregirl. While her chrono-field has time paused, she introduces Ethan to the other members of her team, the League of Infinity. Youths from many ages, it is explained, have banded together to fight crime across time. He meets Giganto from the Stone Age, the sharp-shooter named Bill Hickok, and a 17th century enchantress named Witch Wench. Witch Wench then opens a doorway to their headquarters, the Time Tower, which they all enter. Futuregirl explains that it is a tower constructed down the central bore of time itself! The spiral staircase goes down to the Big Bang, and up to the end of the universe. The heroes tell Ethan that he is the best hero in his century, so they figured they'd ask him to join their fellowship. After seeing his future self on a higher level of the staircase, Ethan figures he must have joined at some point, and accepts. Futuregirl goes on to say that their time scanners showed that Darius Dax had attacked Littlehaven on this date using a weapon that could prove deadly to Kid Supreme. Dax had stolen the Supremium meteorite from Ethan's friend Professor Wells, having calculated that it could harm Kid Supreme. The League figured they'd use their powers to take Dax by surprise. The young Achilles, the invulnerable hero from ancient Greece, posed as the phony Kid Supreme, while the others secretly used their powers from the crowd to simulate his other abilities. The heroes return to 1933, Ethan stands under Judy prepared to catch her, and Futuregirl switches off the chrono-field. Dax produces the Supremium, but is shocked when it has no effect on his foe. With the League's secret help, the phony Kid Supreme defeats Darius Dax. Later, on the outskirts of town, the real Kid Supreme thanks his new-found friends, who assure him that they'll contact him when he is needed. Witch Wench then opens a portal, and the teen heroes depart.

Next issue, a comic that I intentionally left out of this article because it didn't exactly fit the definition of a parody ... it's the <u>real</u> Legion in a Marvel Comic! Nuff said.

Section V - The Amalgam Universe:

The following is a few comments on the Amalgam Universe sent to me by AOL member StMikal. He had sent this feature to me months ago, but I unfortunately couldn't fit it in until this issue. Hopefully, StMikal will also document the return to the Amalgam Universe which is to occur in a few short weeks.

Adventures in the Amalgam Universe

by StMikal

Unless you were living under a rock for the past year, you already know about the Amalgam Universe. Like Camelot, it existed for "one bright and shining moment" in the middle of the *DC VS. MARVEL* mini-series. However, unless you were looking very closely, you might have missed references to our beloved Legion of Super Heroes.

The Amalgam Universe was featured in a group of books, all number ones, published jointly by Marvel and DC between issues *#3* and *#4* of *DC VS. MARVEL*. The Amalgam Universe was born when two all-powerful entities decided to merge their essences (and therefore their respective universes) into one. The new universe springs into being with a complete history and a population that is an amalgam of characters from each of the old universes.

The only direct reference to a Legionnaire is the Amalgam character, Ferro Man. A member of X-Patrol (X-Men and Doom Patrol), he is a combination of Marvel's Colossus and Iron Man and DC's Ferro Lad, the Legionnaire who died many years ago (many years to come) fighting the Sun-Eater. Ferro Man, born Piotyr Rasputin, is a mutant who can transform himself into impervious living metal. He wears red and gold armor to hide his horribly disfigured features. He and his twin brother, Alexi, share this affliction but Piotyr has a mutant power. (Source: *X-PATROL #1* and *Amalgam trading card #37*).

A painfully brief reference to the Legion is found in the Amalgam trading cards. Marvel and DC creators used the cards to present the elaborate continuity that they had prepared for this one-time publishing enterprise. In the fictitious mini-series *The Secret Crisis of the Infinity Hour* (*Secret Wars*, *Crisis on Infinite Earths*, *Infinity Gauntlet*, and *Zero Hour*), Legion 2099, mentioned as time-traveling heroes, team up with the outrageous Spider-Boy and other Amalgam heroes to battle Thanoseid in his attempt to destroy the universe with the Infinity Links (Source: *Amalgam trading card canvas card #7*).

On a personal note, I found the Amalgam books extremely entertaining. I would love to see a annual visit to this unique place with an Untold Tales of the Amalgam Universe; of course with a side trip to 2099.

Section VI - Legion checklist [reboot] (part 3 - Apr to June 1995):

The following is part 3 of the "reboot" checklist of the Legion of Super-Heroes. This installment includes all appearances of the Legion of Super-Heroes and L.E.G.I.O.N./ R.E.B.E.L.S. from books cover dated April 1995 through June 1995. The general format of the entries is as follows:

title listed in the indicia	# issue number
cover date:	date listed in the indicia
publication date:	date available to the general public
format:	page count (not including covers), coloring, grade of paper
price:	purchase price
cover credits:	penciller(s)/ inker(s)/ colorist(s)/ cover editor
cover description:	brief description of cover
story title:	(story number, if more than one): title of story
story length:	number of story pages
story credits:	editor(s)/ assist. ed.(s)/ writer(s)/ penciller(s)/ inker(s)/ colorist(s)/ letterer(s)
roll call:	membership of the Legion of Super-Heroes in the current issue
cast of characters:	people of significance appearing in the current issue
synopsis:	detailed summary of story
comments:	points of interest, explanations, related trivia
letters page:	title of letters page, editor of letters page, names of letter writers

Special thanks once again to KC Carlson for supplying some of the missing cover credits. And now, the reboot checklist continues ...

LEGION OF SUPER-HEROES [fourth series] # 67

cover date:	April 1995
publication date:	15 February 1995
format:	32-page, full color, New Format
price:	$1.95
cover credits:	? (penciller)/ Tom Simmons (inker)/ ? (colorist)/ Curtis King (cover editor)
cover description:	Creatures from Tangleweb's world approach Apparition, Chameleon, Leviathan, and Andromeda.
story title:	"Insect Fear"
story length:	24 pages
story credits:	KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Tom McCraw, Tom Peyer, and Mark Waid (plotters)/ Mark Waid (writer)/ Chris Renaud (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Bob Pinaha (letterer)
roll call:	Cosmic Boy, Saturn Girl, Apparition, Triad, Leviathan, XS, Chameleon, Invisible Kid, Brainiac 5, Spark, Andromeda, Shrinking Violet, and Kinetix. Membership awaits Star Boy (behind-the-scenes only). The deceased Kid Quantum is depicted in the form of a memorial statue and in flashback.

cast of characters: Cosmic Boy (Rokk Krinn); Saturn Girl (Imra Ardeen); Apparition (Tinya Wazzo); Triad (Luornu Durgo); Leviathan (Gim Allon); XS (Jenni Ognats); Chameleon (Reep Daggle); Invisible Kid (Lyle Norg); Brainiac 5 (Querl Dox); Spark (Ayla Ranzz); Andromeda (Laurel Gand); Shrinking Violet (Salu Digby); Kinetix (Zoe Saugin, last name not yet revealed); Kid Quantum (James Cullen, deceased, in flashback only); Tangleweb; unnamed members of a scout ship; Dobe; unnamed members of Tangleweb's spider race; three unnamed non-Daxamite members of the White Triangle (one with eyeglasses, one with ponytail, one with bald head); Tenzil Kem (last name not yet revealed); unnamed blue sentient.

synopsis: In space: Tangleweb attacks a U.P. scout ship, feeding on and storing everyone on board. On Earth: Cosmic Boy finds Leviathan in the memorial hall thinking about Kid Quantum. He tells Leviathan that Tangleweb has been spotted again. Although Leviathan is anxious to go after the killer of Kid Quantum, Cosmic Boy tells him that he has called a meeting to announce a team. Soon, at the meeting, many of the Legionnaires are angry that they haven't been chosen to go after Tangleweb. The team has been announced as Cosmic Boy, Leviathan, Chameleon, Apparition, Spark, Andromeda, and Kinetix. Saturn Girl says that, until now, they have all been treated as equal assets. Leviathan counters with the fact that the chosen are all power players, that if the Legion is to function as a team they can't take these calls personally. Invisible Kid argues that he was good enough to beat Mano and to save the Prison Planet, however Cosmic Boy says that his powers are of limited use in the tight quarters of a pirated starship. When Saturn Girl suggests that her telepathy could be of use, Leviathan reminds her of how useless she was the last time they fought Tangleweb. She begins to remind Leviathan that it was he that blew the last mission, but he cuts her off and finishes her thought for her. The room is quiet. Kinetix asks that the others fill the new members in on Tangleweb. Leviathan recaps how he was the mission leader, and that Kid Quantum was killed by Tangleweb when the Kid went against Leviathan's orders. Saturn Girl accepts the decision, but Triad starts to storm out. Cosmic Boy stops her, explaining that he will not risk losing members who aren't essential to the task. Triad then leaves. In the hall, she splits into her three selves because of the conflicting feelings raging inside her. Triad-Purple leaves the other two in anger. Triad-Neutral goes after her. Soon, in drydock, the team prepares to leave on their mission. Sensors reveal that Invisible Kid has stowed away on board. Cosmic Boy ejects his teammate, then the Legion cruiser takes off. Later, six light years from Earth: The Legionnaires have found the disabled scout ship. Apparition searches the ship, determining that Tangleweb has left, taking his cocooned corpses with him. She locates the special tracking device that has been installed on all U.P. freighters after their last run-in with the creature. The device is designed to map the energy discharge of Tangleweb's craft, tracking him wherever he goes next. On Earth: Invisible Kid bribes his S.P. mechanic friend Dobe with a promise of imported Silverale. Dobe reluctantly gives him the Shadowstalker, a craft that Invisible Kid hasn't seen in quite a while. He

sets off on his own to help. In space: The Legionnaires locate Tangleweb's ship. The craft changes course and attacks the Legion cruiser. Tangleweb breaches the hull, attacking the heroes. Tangleweb takes down Cosmic Boy and Spark. He breaks free of a cage built by Kinetix, and downs Leviathan. Leviathan notes that Tangleweb sounds smarter than the last time they fought him. Leviathan screams for Andromeda to attack, but she can't bear the thought of touching such a disgusting creature. He yells at her to use her laser vision, which she does. Tangleweb escapes back to his ship with the cocooned Cosmic Boy and Spark, then pulls away causing the cabin to lose pressure. Andromeda is delayed closing the breach, allowing time for Tangleweb's ship to enter hyperdrive. Given their damage report, they don't have the power to match his speed. Leviathan is forced to take charge. He instructs the team to power up the remaining engines and to get a new lock on Tangleweb's ship. He then sends Andromeda outside to give the cruiser the boost it needs. Just when it appears that they might catch up to Tangleweb, they suffer some kind of impact. Andromeda informs them that they have vectored right to a planetary surface, and that Tangleweb must have landed nearby. The team exits the ship. Andromeda notices skittering coming from underfoot. Suddenly, the team finds themselves surrounded by dozens of denizens from Tangleweb's race. On Earth: Triad-Neutral is ashamed of herselves and decides it is time to return to Legion headquarters to apologize. Without warning, Triad-Neutral is attacked and brutally beaten by the racist thugs who the girls had encountered a few days earlier. Back at Legion headquarters, Triad-Orange and Triad-Purple collapse in pain. Back in the streets of Metropolis, a passing sentient finds Triad-Neutral's unconscious body.

comments: First appearance of Dobe, the starship Shadowstalker, and members of Tangleweb's spider race. Flashback to the first encounter with Tangleweb and Kid Quantum's death in *LEGION OF SUPER-HEROES [fourth series] #62*. Planets depicted: Earth and the unnamed homeworld of Tangleweb. According to *LEGIONNAIRES #24*, a little under a week has passed since the events of *LEGIONNAIRES #23*. The events of this issue take place in a single day.

letters page: None.

IMPULSE # 1

cover date: April 1995
publication date: 01 March 1995
format: 32-page, full color, Standard Format
price: $1.50
story title: "The Single Synapse Theory"
story length: 22 pages
story credits: Brian Augustyn (editor)/ Ruben Diaz (assoc. ed.)/ Alisande Morales (assist. ed.)/ Mark Waid (writer)/ Humberto Ramos (penciller)/ Wayne Faucher (inker)/ Tom McCraw (colorist)/ Chris Eliopoulos (letterer)

synopsis: When Bart Allen's teacher gives the class an assignment to write down each of their personal histories, Bart recalls his birth in the 30th century. He writes that he is the grandson of Barry Allen, the second Flash. Just before he died, Barry and his wife Iris settled down in the 30th century. Eventually, their children died too, but not before Bart came along. He was born with super-speed ... and an accelerated metabolism. At age two, he looked twelve! He would have still had the mind of a two year-old, if the scientists of the 30th century hadn't introduced it to virtual reality. All his experiences were derived from this virtual world. Then, one day, it went away. Bart would have died of old age waiting for Earthgov to fix his problem, so his grandmother Iris kidnapped him and used an outlawed time-travel device to take him back to the 20th century. Iris hoped that her nephew Wally West, the third Flash, could teach Bart how to control his super-speed before it was too late. Wally succeeded. Bart's body stabilized at approximately 14 years of age. Although Bart wished to stay with his grandmother, it didn't work out. Wally used his contacts to create for Bart a legal identity, then shipped him off to live with Max Mercury, an experienced super-speedster himself. Max reviewed Bart's paper and tore it up. Max explained that Bart had to keep his identity as Impulse a secret, and insisted he re-write the paper.

comments: Scenes from the 30th century (flashback to Impulse's origin). Important details regarding the origin of Impulse are later revealed in *IMPULSE #25*. Impulse was created by Mark Waid and Mike Wieringo. Information regarding Impulse's creation is found in the letters page. Individual appearances of Impulse will not be tracked, except when revealing events of the 30th century. No Legion appearances.

LEGIONNAIRES # 24

cover date: April 1995
publication date: 01 March 1995
format: 32-page, full color, Standard Format
price: $1.50
cover credits: Jeffrey Moy (penciller)/ W.C. Carani (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor)
cover description: Three White Triangle thugs stand over a seriously beaten Triad.
story title: "Me, Myself and I"
story length: 22 pages
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Mark Waid and Tom McCraw (plotters)/ Tom Peyer (writer)/ Jeffrey Moy (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Pat Brosseau (letterer)
roll call: Saturn Girl, Triad, XS, Brainiac 5, and Shrinking Violet. Cosmic Boy, Apparition, Leviathan, Chameleon, Invisible Kid, Spark, Andromeda, and Kinetix are away from Earth on Tangleweb's homeworld. Membership awaits Star Boy (behind-the-scenes only).
cast of characters: Cosmic Boy (Rokk Krinn, in flashback only); Saturn Girl (Imra Ardeen); Triad (Luornu Durgo); XS (Jenni Ognats); Brainiac 5 (Querl Dox); Spark (Ayla Ranzz, in flashback only); Andromeda (Laurel Gand, in flashback only); Shrinking Violet (Salu Digby); Kinetix (Zoe Saugin, last name not yet revealed, in flashback only); three unnamed non-Daxamite members of the White Triangle (one with eyeglasses, one with ponytail, one with bald head, all in flashback only); unnamed blue sentient (in flashback only); Marla Latham; R. J. Brande; Iruna Durgo (mother of Luornu Durgo, in flashback only); Luornu Durgo's unnamed father (in flashback only); unnamed officials on Cargg (in flashback only); Granny Murlu (grandmother of Luornu Durgo, last name not yet revealed, in flashback only); Valor (Lar Gand, in photographs only).
synopsis: On the streets of Metropolis: Fours hours ago, Triad-Neutral was left for dead after being viciously beaten by racist thugs. Saturn Girl, Shrinking Violet, XS, and Triad-Purple comb Metropolis for clues to the beating. XS finds a building with words of racist hate and drawings of white triangles scrawled all over the walls and door. Violet succeeds in getting inside and opening the lock. The four Legionnaires are disgusted at what they find, an apparently abandoned site for the meeting of a racist organization. XS notes they wasted paper, which is so rare, printing such trash. She had thought that all civilized worlds abandoned such ideas eons ago. Triad-Purple states that they've "overestimated" Earth. Saturn Girl suspects the problem is a lot more widespread. The thoughts of Bur Rac, the maniac on the Prison Planet, had read just like the papers. They wonder if there is a connection. Triad-Purple notices that Shrinking Violet is staring at the large white triangle symbol and

asks if it means something to her. Violet quietly remembers the racists who attacked a non-human sentient the night of the previous Saturday. Andromeda went after them, but when she returned she only stated that she took care of them. Only Violet noticed the lack of details. Did she hand them over to the police? Did she turn them loose? Violet was too shy to speak up. She keeps her doubts to herself. In Metropolis Medi-Center: Brainiac 5 studies the unconscious Triad-Neutral. Marla Latham comforts Triad-Orange. R. J. Brande is angered that the doctors are doing nothing. The doctor explains that they have no literature on Carggite physiology ... if only the Carggites would lend assistance. Brande knows they won't, because of him. Brainiac 5 dismisses all from the room except for Triad-Orange. He asks her if just two Carggites can integrate. She doesn't know, but hopes it doesn't come to that. He asks what would happen to a typical Carggite if one triplicate died. He answers his own question by saying they'd all die ... however, he goes on to say that she isn't a typical Carggite. Triad-Orange feigns ignorance, but Brainiac 5 says that he has met other Carggites. She becomes very upset, saying she can't talk about it. Brainy convinces her she must, or they might all die. Triad-Orange recaps her early childhood ... Right from the beginning, they knew she was different. At birth, one of the three didn't cry, while the other two did. She noted that as they grew, they never felt the same about anything. They were oblivious to the great lengths their mother went to to keep them synchronized. Ultimately, their father left them because of it. In their first year of school, the teacher and a doctor studied their "differences". They brought the girls home, telling their mother that they didn't belong in school ... that just by being there they were hurting the other children. Their mother actually agreed. She doesn't know what would have happened if her Granny Murlu hadn't moved in with them. Their grandmother always stuck up for them, because she knew their mom couldn't. Their mother began to drink, unable to deal with the anger she felt against herself. When their mother committed suicide, only one of the triplicates mourned her. All three were relieved to be alone with their Granny. She actually encouraged their differences. A few years later, on her death-bed, Murlu confessed that she was just like them. She had been raised to be ashamed of being different. Luornu didn't want to talk about it, saying that triplicating doesn't have anything to do with their "abnormal" feelings. Murlu corrected her, stating that the belief that Carggites evolved their ability because the early Carggites had to fight big monsters was a lie taught to her by her teachers. She explained that there is no physical reason why the triplicates should be the same. It's healthy and natural, but society is terrified of it. Right from birth they are hammered into adopting one identity. She pleaded with Luornu to let herself be. A week later, Murlu died. At that moment, Saturn Girl, Violet, XS, and Triad-Purple reach the medi-center. Triad-Purple asks Brainy how she is doing. He states that he believes she is going to die ... unless she re-integrates soon. Brainiac 5 prepares the process. Triad-Purple is ready, but Triad-Orange is fearful because they had never tried to re-integrate when one was unconscious. Triad-Purple gets frustrated with

her "sister" and begins on her own, causing herself great pain. Brainy gets her to stop, then checks for possible damage. While Brainy runs tests on Triad-Neutral, Saturn Girl talks with the other two. Triad-Orange becomes upset when Triad-Purple starts to tell Saturn Girl about how they were institutionalized after their grandmother's death, saying they agreed they would never tell anybody. Triad-Purple says she was out-voted and never agreed. Saturn Girl convinces Triad-Orange that she is among friends. Triad-Orange agrees to talk. The doctors made them feel broken, and performed unpleasant therapies on them, until they began to act the same. No longer exhibiting differences, she was allowed out in the yard. When she realized that their therapy was hardly permanent, she knew there would be more, so she escaped. She ran and ran until she found shelter at a spaceport. She knew she couldn't go inside without explaining herself, so she broke into a ship to get out of the rain. To her surprise, there was someone on board ... R. J. Brande. She made up a story about murderers being after her and she lied about her age. Brande took care of her after that. He brought her to Earth and gave her a job. Then, one day, he called her into his office. He was livid. Up on his vidscreen, she saw a notice warning about an escaped mental patient who was considered dangerous ... it was her. Brande approaches and interrupts the story being told by Triad-Orange to tell her that Brainiac 5 needs them. Saturn Girl is left behind, angry at Brande because her institutionalization even mattered to him. In the lab, Brainy explains that it appears that all three triplicates must be consciously participating in order to re-integrate. He believes he has found a method of inducing brief consciousness in coma patients, and wishes to proceed. Saturn Girl approaches Brande and asks him how he felt when he learned of Luornu's psychiatric history. He tells her that he knows what the Carggites do to their patients, and it angered him. They ended up granting him custody of her when he threatened to move a few factories. Saturn Girl hugs Brande and apologizes. Brainiac explains to Triad-Purple and Triad-Orange that the procedure will be dangerous and painful. Triad-Orange is very frightened. Triad-Purple realizes that her "sister" can't do it on her own, and integrates with her. Brainiac 5 says that having two of the three merge first will diminish the chances of success, but she says it's the only way. Brainy jolts Triad-Neutral awake, causing her to scream in agony. The Triads merge. A few hours later, Brainiac 5 leaves his patient. Her anxiously awaiting friends ask him about her condition. Distracted by other thoughts, he calmly tells them that the reintegration was a success and that she should recover fully. He then excuses himself to work on another project. Brande says that this won't be over until they find out who is responsible.

comments: First appearance of the parents and grandmother of Triad (in flashback). The origin of Triad is revealed. A picture of the 20th century hero, Valor, is shown hanging above Murlu's bed. Valor, the being responsible for the colonization of many worlds in the late 20th century, is considered by those worlds to be a saint. Planets depicted: Earth and Cargg (in flashback). Four hours have passed since the end of *LEGION OF SUPER-HEROES [fourth series] #67*. The events of this issue take place in a single day.

letters page: "Legionnaires". Letters regarding *LEGIONNAIRES #20* from Jim Kelly, Blackjack, Jeff Mitchell, Joe Kucharski, Robert Hansen, and Beau Yarbrough. Edited by Mike McAvennie.

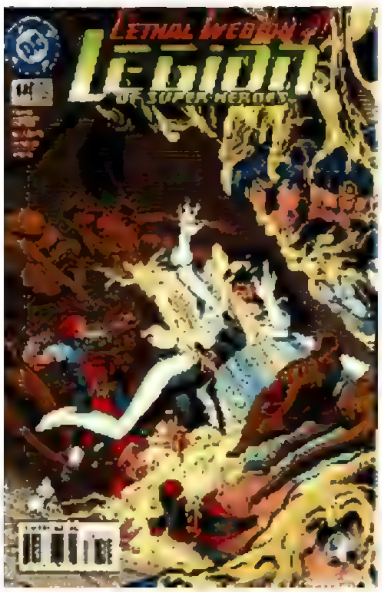
BOB, THE GALACTIC BUM # 3

cover date: April 1995
publication date: 08 March 1995
format: 32-page, full color, New Format
price: $1.95
cover credits: Carlos Ezquerra (artist)/ ? (colorist)/ Curtis King (cover editor)
story title: "The Piker Part 3 Street of a Thousand Gurus"
story length: 24 pages
story credits: Dan Raspler (editor)/ Peter Tomasi (assist. ed.)/ Alan Grant and John Wagner (writers)/ Carlos Ezquerra (artist)/ Dan Brown and Digital Chameleon (colorist)/ Gaspar Saladino (letterer)
comments: Four-issue mini-series. The R.E.B.E.L.S. leader, Vril Dox, contacts Queen Ziggy of Gazza. The R.E.B.E.L.S. Stealth and Lobo locate Chazza of Gazza. They get Chazza, and his "guru" Bob the Bum, and head to Gazza. The Khunds also appear. No Legion appearances.

LOBO'S BIG BABE SPRING BREAK SPECIAL # nn

cover date: Spring 1995
publication date: 08 March 1995
format: 32-page, full color, New Format
price: $1.95
story title: "Lobo's Big Babe Spring Break Special"
comments: Layla, ex-member of L.E.G.I.O.N., appears. No Legion appearances.

LEGION OF SUPER-HEROES [fourth series] # 68



cover date: May 1995
publication date: 15 March 1995
format: 32-page, full color, New Format
price: $1.95
cover credits: ? (penciller)/ ? (inker)/ ? (colorist)/ Curtis King (cover editor)
cover description: Creatures from Tangleweb's world attack Apparition, Leviathan, Kinetix, and Cosmic Boy.
story title: "Sticky Situation"
story length: 24 pages
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Tom Peyer and Tom McCraw (plotters)/ Mark Waid (writer)/ Lee Moder (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Bob Pinaha (letterer)
roll call: Cosmic Boy, Apparition, Leviathan, Chameleon, Invisible Kid, Spark, Andromeda, and Kinetix are away from Earth on Tangleweb's homeworld. Saturn Girl, Triad, XS, Brainiac 5, and Shrinking Violet wait on Earth. Membership awaits Star Boy (behind-the-scenes only). The deceased Kid Quantum is mentioned.
cast of characters: Cosmic Boy (Rokk Krinn); Saturn Girl (Imra Ardeen); Apparition (Tinya Wazzo); Triad (Luornu Durgo); Leviathan (Gim Allon); Chameleon (Reep Daggle); Invisible Kid (Lyle Norg); Spark (Ayla Ranzz); Andromeda (Laurel Gand); Kinetix (Zoe Saugin, last name not yet revealed); unnamed members of Tangleweb's spider race; three unnamed Durlan priests (one later revealed to be Gozz Daggle, father of Chameleon); the Durlan berserker later called the Composite Man (unnamed, real name not yet revealed) and two other imprisoned berserkers; unnamed S.P. victim of Tangleweb; Tangleweb; two unnamed, augmented followers of Tangleweb; Dobe (mentioned only).
synopsis: Leviathan, Apparition, Chameleon, Kinetix, and Andromeda find themselves on Tangleweb's homeworld, surrounded by two dozen of his spider race. The creatures speak in a language unknown to the Legionnaires. Leviathan attacks, calling on the others to join him. Kinetix is splattered with one of the creature's sticky webbing. Leviathan screams at Andromeda to join the fight, but she panics saying she can't touch such horrible creatures. He tells her to burn them with her laser vision, which she does. She is overwhelmed and her transuit is ripped. Andromeda drops to the ground. Leviathan is sprayed with webbing, followed by Apparition and Kinetix. Elsewhere on the planet, Invisible Kid lands in the Shadowstalker. He tries to contact the Legionnaires, but receives no replies. He gets a weak homing signal, and stumbles across the wreckage of another ship. He finds it has been gutted, then hears a sound behind him. On Earth: Saturn Girl tells the recovering Triad that she is going to lead a team to go after the thugs who hurt her. In order to identify them she probes Triad's memories, then she orders Triad to

sleep. On Tangleweb's planet: Andromeda breaks free of a cocoon. She realizes that there is no lead to poison her system, and surmises that she had simply had a hysterical reaction. She finds herself in a vast cavern, surrounded by other cocoons. Andromeda frees her teammates from their cocoons, but finds that Chameleon has already freed himself and disappeared. Leviathan sends Apparition ahead to scout around. She finds Chameleon standing before one of the creatures. She tells Chameleon she will help free him, but Cham stops her from attacking. On Durla: Three Durlan priests prepare for a mysterious ceremony. They use a crane to raise three crystalline prisons from out of a lava pit. One of the crystals cracks against the pit wall. Without warning, a formless entity escapes the prison, attacking the priests. On Tangleweb's planet: Invisible Kid finds a humming lighting generator in a nearby cave. The homing signal he has locked onto indicates that the others are deeper in the cave. He trips a trap, then quickly notices Cosmic Boy, Spark, and an S.P. officer strung up and unconscious. Invisible Kid grabs the officer's blaster and begins to free the captives. He is horrified when he sees that Tangleweb is right above him. Elsewhere, the other Legionnaires have regrouped around Chameleon and the spider creature. Chameleon has successfully communicated with the creature. Not yet able to speak Interlac, Chameleon uses his powers to convey to the others a story. Cham explains that a cruiser crashed on this planet. One of the spider aliens began pillaging the downed craft. The creature used the looted technology to boost his natural abilities. Then he used that augmentation to terrorize others of his race. The Legionnaires are amazed when they realize that Tangleweb is considered a criminal by his own people. Leviathan receives a ring-signal from Cosmic Boy. Invisible Kid has freed the others, and Cosmic Boy and Spark have temporarily stopped the approach of Tangleweb. Leviathan and the others rush to their friends' aid, but Tangleweb is only disabled for the moment. Chameleon warns Invisible Kid that Tangleweb eats brains, that the RNA in brains amplifies his own intellect. Tangleweb is using that intellect to create more Tanglewebs! Just then, Tangleweb and two of his new followers attack. Andromeda is covered with webbing and panics. Leviathan grabs her and orders her to fight. She breaks free of his grip and flies off. The other Legionnaires continue the battle. Suddenly, the ground below rumbles. Andromeda raises the entire area over her head, then tosses it into space, freezing Tangleweb and his followers. Later, the Legionnaires prepare to leave. Leviathan thanks Andromeda. Chameleon says good-bye to the natives. Cosmic Boy grants Invisible Kid amnesty for disobeying orders. Finally, Cosmic Boy talks with Leviathan, telling him he did good.

comments: First appearance of Gozz Daggle (unnamed) and the Composite Man (unnamed). The origin of Tangleweb is revealed. Planets depicted: Earth and the homeworld of Tangleweb. Only moments have elapsed since the events of *LEGION OF SUPER-HEROES [fourth series] #67*. The events of this issue take place in a single day.

letters page: "Legion Outpost". Full-page letter written by assistant editor Mike McAvennie.

R.E.B.E.L.S. '95 # 6
cover date: April 1995
publication date: 15 March 1995
format: 32-page, full color, New Format
price: $1.95
cover credits: Dave Johnson after M.D. 20-20 (artist)/ George Freeman & Digital Chameleon (colorist)/ Curtis King (cover editor)
story title: "The Lost"
story length: 24 pages
story credits: Dan Raspler (editor)/ Peter Tomasi (assist. ed.)/ Tom Peyer (writer)/ Derec Aucoin (penciller)/ Mark Propst (inker)/ Stuart Chaifetz (colorist)/ Gaspar Saladino (letterer)
synopsis: Vril Dox, feeling defeated, drowns his sorrows in a bar on Raxull. A moocher named Redec brings a L.E.G.I.O.N. flier to two men which states that top rates are paid for information and special services. One of the men crumples the paper, stating that Raxull's a free planet. Elsewhere on the planet, Phase, Stealth, Strata, and Borbb search for Dox. They realize that asking questions on Raxull can lead to trouble. Redec attempts to mooch a drink off of Dox, but realizes the futility. Redec notices the crumpled flier, picks it up, and leaves the bar. Just then, Lobo finds the drunken Dox. He taunts Dox about his failures against the corrupted L.E.G.I.O.N., leading to a fight. When Lobo stabs Dox in the leg, Dox tells Lobo that he never wants to see him again. Concluding that he is now free of his pledge of obedience to Dox, Lobo kisses him and heads out, telling Dox to rot in Hell. Redec comes over to Dox, handing him a bottle of booze and telling him that he could use a drink. Dox drinks, not realizing that the booze is drugged. As he trips from the drug, the man who had originally crumpled Redec's flier grabs Redec. Dox has visions of the Durlan, Lyrissa, and his father. The stranger tells Redec all on Raxull are outlaws, and no one ever calls the cops. Redec tells the stranger that he sounds like one of the lunatics in the Blood Circle. The stranger tears his shirt, revealing the Blood Circle symbol on his chest. He introduces himself as John Sin. Redec runs from the bar in terror, straight into two men who he believes are L.E.G.I.O.N. soldiers. Redec believes they have answered his summons. They hand Redec a device, telling him it's a communicator, and instruct him to go back inside and wait for their signal. After Redec re-enters the bar, the device explodes, destroying the building.

LEGIONNAIRES # 25

cover date: May 1995
publication date: 29 March 1995
format: 32-page, full color, Standard Format
price: $1.50
cover credits: Jeffrey Moy (penciller)/ W.C. Carani (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor)
cover description: A Spark doppleganger attacks Chameleon.
story title: "Skin Deep"
story length: 22 pages
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Tom Peyer and Tom McCraw (plotters)/ Tom Peyer (writer)/ Mike Collins (penciller)/ Mark Farmer (inker)/ Tom McCraw (colorist)/ Pat Brosseau (letterer)
roll call: Cosmic Boy, Saturn Girl, Apparition, Leviathan, XS, Chameleon, Invisible Kid, Brainiac 5, Spark, Andromeda, Shrinking Violet, and Kinetix. Triad is recovering in the medi-center. Membership awaits Star Boy (behind-the-scenes only).
cast of characters: Cosmic Boy (Rokk Krinn); Saturn Girl (Imra Ardeen); Apparition (Tinya Wazzo); Leviathan (Gim Allon); XS (Jenni Ognats); Chameleon (Reep Daggle); Invisible Kid (Lyle Norg); Brainiac 5 (Querl Dox); Spark (Ayla Ranzz); Andromeda (Laurel Gand); Shrinking Violet (Salu Digby); Kinetix (Zoe Saugin, last name not yet revealed); three unnamed S.P. officers on Durla (one with first name Barry); the Composite Man (unnamed, real name not yet revealed); Tenzil Kem (last name not yet revealed); Shvaughn Erin (last name not yet revealed), Niewa Quav (first name not yet revealed), and other unnamed S.P. officers on Earth.
synopsis: Saturn Girl enters Chameleon's mind, attempting to teach him Interlac. She is disturbed by the mindscape, seeing dozens upon dozens of bodies. The imagery is too much for her to handle and she panics, exiting Cham's mind. Confused at what she has seen, she asks Invisible Kid for help in understanding what she has experienced. He talks briefly with Chameleon, then explains that what she saw were merely morphing templates. Feeling inadequate, Saturn Girl storms off. On Durla: Three S.P. officers respond to reports of a massacre. Unable to locate any local authorities, they spread out to search the area. One officer finds a dying Durlan. He radios the other two. As the Durlan dies in his arms, a powerful Durlan warrior hiding nearby attacks and kills the officer, taking his form. When the two other officers arrive, the Durlan warrior kills them. He enters the S.P. ship and accesses the data banks. When he inquires about registered Durlans, the computer begins listing Flig Nebble, secular leader, and Gozz Daggle, religious leader. He tells the computer to locate Reep Daggle. On Earth, in the Legion cafeteria: Spark receives a poem from a secret admirer. Apparition complains to XS about Ultra Boy. A gift from Ultra Boy for Apparition arrives ... a cactus.

She gives it to chef Tenzil Kem to eat. In the gym, Shrinking Violet confronts Andromeda about the White Triangles. She checked and found that there was no arrest record on the racists that Andromeda had "taken care of". Andromeda gets furious and promptly leaves. Elsewhere, Saturn Girl worries that everything is going wrong. In the communications room, Cosmic Boy talks with Leviathan. Leviathan is calling from S.P. headquarters, explaining he has just personally deposited Tangleweb into his cell, and is now taking care of the transfer report. Officer Shvaughn Erin enters, extremely annoyed that Leviathan is using her desk. They begin to argue. Saturn Girl enters the comm room and tries to talk to Cosmic Boy. He tells her he is too busy, and she leaves disgusted. As Cosmic Boy returns his attention to the monitor, he sees that a suspicious-looking officer has entered the room. Cosmic Boy calls their attention to the stranger. Shvaughn states that she does not recognize him. The stranger morphs and attacks. Cosmic Boy calls a full team alert. The Durlan turns into a poisonous insect and bites Leviathan, rendering him instantly unconscious. Other Science Police officers arrive. One officer kills a mouse, believing it to be the Durlan. The S.P. turn their attention to the injured. Leviathan is warned that his size is all that protected him from the insect venom, and that he had better not shrink for a while. Officer Quav tells Leviathan that Shvaughn has only suffered a broken back, but should be back to work in a few days. The Legionnaires arrive to help. The officer who killed the mouse shows it to Cosmic Boy, explaining that it is the Durlan. Chameleon frantically tries to warn the others of something. The officer morphs into the crazed Durlan, calling Chameleon by his natural name. He begins to brutally beat Chameleon, telling the others that Cham is a coward and a religious hypocrite. He goes on to say that Chameleon's bloodline is responsible for his imprisonment in a Durlan volcano. When Chameleon turns into a lightning beast, the berserker gleefully asks him why there is no lightning. Cosmic Boy is confused because Durlans supposedly can only copy forms, not powers. Spark notes that he has already copied their language, and attacks with her lightning. The Durlan copies Spark's form and blasts her and Cham. Even Invisible Kid states that Durlans simply can't do that. The berserker explains that his kind have been genetically bred for war, used like weapons until they were declared a living sin by the religious leaders. Cosmic Boy tells Andromeda to leave before he absorbs her powers as well. She flies off, but warns Cosmic Boy that the S.P. are arriving. Cos uses his powers to keep the police away. The berserker then copies Cosmic Boy's form. Cosmic Boy uses one of his costume's metallic disks to fling at the Durlan, but the berserker copies Apparition's form and becomes intangible. Kinetix attacks, wrapping the madman in the pavement. He uses Violet's powers to shrink away, then takes Brainiac 5's form. Leviathan slaps him to the ground. The genius of Brainy gives the berserker a new idea. The Durlan assumes aspects of all their powers at once, forming the Composite Man.

comments: Composite Man vs. the Legion, part one of two. Planets depicted: Earth and Durla. Based on the fact that the Science Police are investigating the massacre on Durla, and noting that the Legionnaires have returned to Earth, one can assume that this issue takes place the day after the escape of the Composite Man in *LEGION OF SUPER-HEROES [fourth series] #68*. The events of this issue take place in a single day.

letters page: "Legionnaires". Letters regarding *LEGIONNAIRES #21* from Wes Connors, Jack Curl, Christopher Polick, Jeff Mitchell, Volker Rattler, and Roge Fastfinder. Edited by Mike McAvennie.

R.E.B.E.L.S. '95 # 7
cover date: May 1995
publication date: 05 April 1995
format: 32-page, full color, New Format
price: $1.95
cover credits: Derec Aucoin? (penciller)/ Mark Propst? (inker)/ ? & Digital Chameleon (colorist)/ Curtis King (cover editor)
story title: "Brain Dead"
story length: 24 pages
story credits: Dan Raspler (editor)/ Peter Tomasi (assist. ed.)/ Tom Peyer (writer)/ Scot Eaton (penciller)/ Pam Eklund (inker)/ Stuart Chaifetz (colorist)/ Gaspar Saladino (letterer)
synopsis: On Raxull: Two men, out to claim the bounty placed on Vril Dox's head, blow up the bar in which Dox was drinking. Using a DNA tracker, the thugs find one of Dox's fingers in the debris ... proof of their success. Beneath the streets of Raxull, Vril Dox discovers that he has been saved by John Sin, an outlaw. Dox suffers horribly from his leg and hand injuries. He accuses Sin of abducting and mutilating him. Sin slaps a "sinpatch", a modest painkiller discovered on Nartea-4, onto Dox's forehead. Sin explains that he had recognized that Redec was carrying a L.E.G.I.O.N.-issue death's egg bomb. He suggested a hasty exit through one of the bar's secret escape passages. He cut off Dox's finger so that the trackers would find something, lest the bounty hunters follow them. On Cairn: The member worlds inform Lydea Mallor that they have banded together against recent L.E.G.I.O.N. actions. They state that if L.E.G.I.O.N. does not relax its efforts immediately, they will all cancel their contracts. Just then a soldier brings word to Lydea that Vril Dox is dead. Lyrl is viewing tapes of his mother's words of hatred towards him when Lydea enters, bringing news of his father's death. On Raxull: Phase, Stealth, Strata, Borbb, and Telepath continue their search for Vril Dox. Telepath picks up the thoughts of the two bounty hunters who believe they have killed him. He relays this information to his comrades. Stealth attacks. Her friends stop her and the two thugs escape, but not before Telepath puts a mental trail on them. On Cairn: Lydea expresses her concerns to Lyrl that the clients are growing increasingly more difficult to manage. Their electronic mind control still can't be transmitted outside internal channels. Lyrl believes that, thanks to his father, they won't have to. He contacts the heads of state

and invites them to attend his father's memorial service. Feeling pity for the poor child's loss, they all agree. Elsewhere on Cairn, Marij'n attempts to discover the method behind Lyrl's mind control. Garryn Bek enters, putting a temporary stop to her covert actions. He tells her that he has been chosen to help enlighten some very important newcomers. Realizing that this could be a break, she asks if she can come along. On Raxull: John Sin talks to his partners, Katua and Grunk, about enlisting Dox's help in accessing the Worldbank. They can't believe he is stupid enough to trust Dox. Just then, Dox enters screaming in pain. Sin places another sinpatch on Dox's head and the pain immediately ceases. Now the two begin to see Sin's plan. In space: The R.E.B.E.L.S. follow in their spacecraft after the escaping bounty hunters. Suddenly, their ship comes to a halt. Phase is still reading ship power. The craft shut itself down because of something it didn't like up ahead ... a fortified L.E.G.I.O.N. space station. Nearby, Garv spots the ship carrying his wife Strata, sitting harmlessly near the station. On the space station: The memorial for Vril Dox begins. The bounty hunters arrive to claim their reward. Garryn Bek explains to Marij'n that very soon the leaders of the member worlds will be "enlightened". Nearby in space, Garv watches in horror as Strata and the other R.E.B.E.L.S. are blasted from the sky by L.E.G.I.O.N. ships. They crash into the space station.

BOB, THE GALACTIC BUM # 4

cover date:	May 1995
publication date:	12 April 1995
format:	32-page, full color, Mando Format
price:	$1.95
cover credits:	Carlos Ezquerra (artist)/ ? (colorist)/ Curtis King (cover editor)
story title:	"The Piker Chapter 4 Come Dawn, the Broccoli"
story length:	24 pages
story credits:	Dan Raspler (editor)/ Peter Tomasi (assist. ed.)/ Alan Grant and John Wagner (writers)/ Carlos Ezquerra (artist)/ Digital Chameleon (colorist)/ Gaspar Saladino (letterer)
comments:	Four-issue mini-series. Vril Dox contacts the Queen of Gazza to notify her that her son Chazza has been found. Stealth and Lobo take Chazza, and his "guru" Bob the Bum, to Gazza where Chazza is crowned King. No Legion appearances.

BLACK LIGHTNING [second series] # 5

cover date:	June 1995
publication date:	19 April 1995
format:	32-page, full color, Mando Format
price:	$2.25
story title:	"Blowed Away"
comments:	Flashback to Invasion! No L.E.G.I.O.N. or Legion appearances.

LEGION OF SUPER-HEROES [fourth series] # 69

cover date: June 1995
publication date: 19 April 1995
format: 32-page, full color, Mando Format
price: $2.25
story credits: Alan Davis (penciller)/ Mark Farmer (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor)
cover description: Close-up of Saturn Girl as she pushes her powers to the limit.
story title: "Absolute Power"
story length: 25 pages
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Tom Peyer and Tom McCraw (plotters)/ Mark Waid (writer)/ Lee Moder (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Bob Pinaha (letterer)
roll call: Cosmic Boy, Saturn Girl, Apparition, Leviathan, XS, Chameleon, Invisible Kid, Brainiac 5, Spark, Andromeda, Shrinking Violet, and Kinetix. Triad is recovering in the medi-center. Membership awaits Star Boy (behind-the-scenes only).
cast of characters: Cosmic Boy (Rokk Krinn); Saturn Girl (Imra Ardeen); Apparition (Tinya Wazzo); Triad (Luornu Durgo); Leviathan (Gim Allon); XS (Jenni Ognats); Chameleon (Reep Daggle); Invisible Kid (Lyle Norg); Brainiac 5 (Querl Dox); Spark (Ayla Ranzz); Andromeda (Laurel Gand); Shrinking Violet (Salu Digby); Kinetix (Zoe Saugin, last name not yet revealed); the Composite Man (first named, real name not yet revealed); officer Almo and other unnamed S.P. officers on Earth.
synopsis: The berserker Durlan has just combined the powers of all the Legionnaires and has become the Composite Man. Cosmic Boy orders his teammates to fan out and attack from every angle. He tells Brainiac 5 to use his intelligence to think of a way to defeat their enemy. As they run, Brainiac 5 and Invisible Kid discuss their plight. Invisible Kid believes that the Composite Man has been able to quickly deduce all their powers by using Brainy's genius. He tries to stop Brainiac 5 from taking a closer look, and both are blasted. High above the battle, Andromeda feels frustrated that she must remain far from the Composite Man, lest he absorb her powers. When a Science Police ship attempts to join the fray, Andromeda stops the craft and tosses it to safety. Chameleon attacks the Composite Man, asking him why he has done this. The Composite Man tells Chameleon that he was mad, that the Daggle family kept him imprisoned for generations, and that Cham is the only one that remains that knows how to stop him. As they fight, Chameleon realizes that the Composite Man has killed his father. The Composite Man then shrinks away. Kinetix tries to calm Chameleon. The Composite Man reappears and races towards Chameleon. Cosmic Boy diverts him towards Kinetix, who uses her powers to bury him. They have buried him over fifty meters

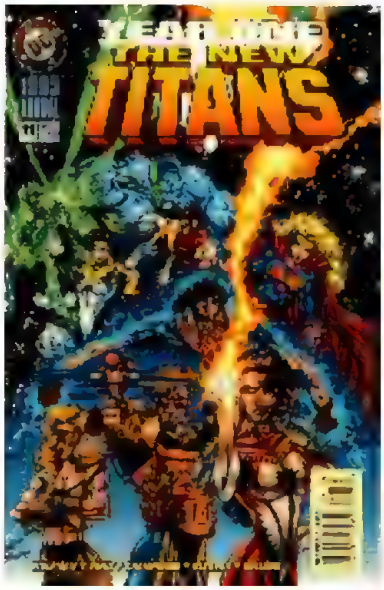
underground, but know they have only stopped him temporarily. Cosmic Boy orders Saturn Girl to probe the Composite Man's mind so they will know where he will surface. Saturn Girl is afraid, and instead suggests that she order Andromeda to get further away. Cosmic Boy is disgusted with her inability to follow orders, and tells Kinetix to keep tabs on their foe. When Saturn Girl instructs Andromeda to leave the area, she responds by saying that she has other business to attend to anyway. After talking to Chameleon, Invisible Kid translates Chameleon's tale: The Composite Man was one of three Durlan berserkers genetically engineered for war. For generations, Durla's Royal Bloodline of Spiritual Leaders has been in charge of imprisoning these mutants. Only the Bloodline knows of the secret of holding them. This one broke loose, killing every priest of the Bloodline including ... Chameleon's father! Chameleon, Invisible Kid, and Brainiac 5 begin work on a method of deactivating the madman. Cosmic Boy tells XS that when the Composite Man returns, she is to let him follow her. The Composite Man breaks free of the rubble and goes after Chameleon. XS runs to Chameleon, has him attach himself to her back, and then races away from their enemy. As expected, he follows. Two S.P. officers run to the Legionnaires. Brainiac 5 and Invisible Kid explain that Chameleon has given them the neutralizing formula. They leave with the reluctant officers to develop the means to stop the madman. They will need special materials and access to the S.P. main lab. Cosmic Boy asks Saturn Girl to monitor XS's path and progress. When she responds that he knows she won't let him down, he says he's not too sure. XS leads the Composite Man through the streets of Metropolis. In order to avoid innocent bystanders, she decides to trade speed for maneuverability and takes to the skies using her flight ring. The Composite Man, she believes, will be forced to follow on foot. In the S.P. lab, Brainiac 5 and Invisible Kid force an officer to get them Forteum-147, a banned substance, so that they can finish the formula. The officer realizes he has no choice. Outside, XS sees that the Composite Man is flying after her. He says that copying a flight ring is a simple task. Just as XS prepares to sacrifice herself to save Chameleon, Saturn Girl makes mental contact and tells her they are ready for him. She takes off towards the Legionnaires, and he follows. He tries to use his mental powers to read her thoughts, but she keeps the thoughts out of her mind. XS leads the Composite Man into a trap ... as he passes, the Legionnaires douse him with the neutralizing formula. He melts, suffering great pain as he does so, and promises revenge. Unfortunately, the Composite Man almost instantly re-forms and attacks Chameleon. Invisible Kid realizes that he translated wrong ... the Durlan number system is based on the number 9 not 10! They used the wrong Forteum isotope! Saturn Girl, realizing she has no choice, enters the Composite Man's mind. She realizes that in order to defeat him, she must make full mental contact. She buries her fear and destroys his mental templates ... leaving him catatonic. The Legionnaires discover that a terrible price has been paid however. Later, the S.P. inform Cosmic Boy that the Composite Man will stay catatonic until they can at least return him to Durla. Invisible Kid and Chameleon then enter to tell Cos that they are off to

Durla to bury Chameleon's father. Cosmic Boy confesses that he feels horrible because his last words to Saturn Girl were ones of anger. Doctors call Cosmic Boy into the hall to tell him they are ready to take Saturn Girl. The battle has left her mind completely fried.

comments: Composite Man vs. the Legion, part two of two. The origin of the Composite Man is revealed. Planets depicted: Earth. This story continues on the same day as the end of *LEGIONNAIRES #25*. The events of this issue take place in a single day.

letters page: "Legion Outpost". Letters regarding *LEGION OF SUPER-HEROES [fourth series] #0* from Henry R. Kujawa and David Gillikin. Edited by Mike McAvennie.

THE NEW TITANS ANNUAL # 11



cover date: 1995
publication date: 19 April 1995
format: 64-page, full color, Mando Format
price: $3.95
cover credits: Greg Land (penciller)/ Mike Sellers (inker)/ ? (colorist)/ Curtis King (cover editor)
cover description: The New Titans pose, ready for action.
story title: "The New Titans After Year One"
story length: 56 pages
story credits: Pat Garrahy (editor)/ Keri Kowalski (assist. ed.)/ Marv Wolfman (writer)/ Greg Land (penciller)/ Keith Champagne, Mike Sellers, and Will Blyberg (inkers)/ Chi (colorist)/ Albert De Guzman (letterer)
synopsis: An orb appears to Mirage and Terra. They flee to New Titans headquarters. Impulse recognizes the orb as an "old-fashioned" holo-projecter and turns it on. A holo-image of the pre-reboot Time Trapper appears. The image tells Mirage and Terra that he has sent the probe to find them and the other Team Titans. The image states that, if they have survived the Time Crisis, his need for them has passed. The image explains how Extant selected many pawns from alternate realities and that he created the demonic Lord Chaos. Extant's activities brought him to the attention of the Time Trapper. Extant was building an army of sleeper agents, the Team Titans, which would execute his every command. When Extant threatened the integrity of the timeline, the Time Trapper intervened. The Time Trapper gathered a handful of sleeper agents of his own from the true timeline (Mirage, Terra, and others), wiped their memories clean, gave each the means to break Extant's programming, and secretly placed them in Extant's faulty timeline. The image goes on to tell Mirage's true origin. As it begins to tell of Terra's past, she blasts the orb, destroying it.

comments: Year One tale. The pre-reboot Time Trapper's role in the origins of Mirage and Terra is revealed. Impulse views a photo of his 30th century parents.

LEGION OF SUPER-HEROES [fourth series] ANNUAL # 6

cover date: 1995
publication date: 26 April 1995
format: 56-page, full color, Mando Format
price: $3.95
cover credits: Stuart Immonen (penciller)/ Bob Wiacek (inker)/ ? (colorist)/ Curtis King (cover editor)
cover description: A computer display depicts the Legionnaires, concentrating primarily on XS, Leviathan, and Kinetix.
story title: story one (*Shvaughn Erin* feature): "Deep Background"
story length: 5 pages (sequence also includes 13 pages of biographies and 6 pages of featurettes - - see below for information on biographies and featurettes)
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Tom McCraw, Tom Peyer, and Mark Waid (writers)/ Jim Hall (penciller)/ Tom Simmons (inker)/ Tom McCraw (colorist)/ Tim Harkins (letterer)
roll call: Shrinking Violet and Kinetix are on Goniff-4. Chameleon and Invisible Kid are on Durla. Andromeda is searching for the White Triangle. Cosmic Boy, Saturn Girl, Apparition, Triad, Leviathan, XS, Brainiac 5, and Spark are all elsewhere. Membership awaits Star Boy (behind-the-scenes only).
cast of characters: Shvaughn Erin (last name first revealed), Niewa Quav (first name not yet revealed), Commander Edvard Hagbard (first name not yet revealed, behind-the-scenes only), Vekko (full name not yet revealed), and other unnamed S.P. officers on Earth.
synopsis: Science Police officer Shvaughn Erin angrily storms into the S.P. office. She has just come from Commander Hagbard, who has assigned her to be liaison to the Legion of Super-Heroes. The other officers tease her relentlessly. Officer Quav finally tells the others to give Shvaughn some peace so she can study the Legion dossiers. Like the other S.P.'s, Shvaughn thinks of the Legion as nothing more than celebrities who think they are something more. Where was Leviathan's heroism, she wonders, when the Composite Man broke her back? She activates the omnicom, which produces a holographic image of Cosmic Boy. She instructs the omnicom to give her as little information as possible. She reviews the Legion dossiers of Cosmic Boy, Saturn Girl, Triad, Apparition, XS, Invisible Kid, Chameleon, Brainiac 5, Live Wire and Spark, Kinetix, Shrinking Violet, Andromeda, and Leviathan. She also reviews information on R. J. Brande, the Stargates, Legion Headquarters, Marla Latham, Tenzil Kem, the Athramites, Legion equipment, and the United Planets. She reviews the files of XS, Kinetix, and Leviathan in detail. After completing her review, Shvaughn's attitude has drastically changed ... she is now proud to be part of the Legion team.

comments: Year One tale. Story one frames the remaining three tales. Flashback to Shvaughn Erin's injury in *LEGIONNAIRES #25*. Planets depicted: Earth. Based on comments that Shvaughn Erin would return to work within a few days after having her back broken by the Composite Man, less than a week has passed since the events of *LEGIONNAIRES #25*. The events of this issue take place in a single day.
feature title: biography one: "Cosmic Boy"
feature length: 1 page
feature credits: Jim Hall (penciller)/ Tom Simmons (inker)/ Tom McCraw (colorist)
feature title: biography two: "Saturn Girl"
feature length: 1 page
feature credits: Chris Sprouse (penciller)/ Jason Martin (inker)/ Tom McCraw (colorist)
feature title: biography three: "Triad"
feature length: 1 page
feature credits: Adam Hughes (artist)/ Tom McCraw (colorist)
feature title: biography four: "Apparition"
feature length: 1 page
feature credits: Lee Moder (penciller)/ Pam Eklund (inker)/ Tom McCraw (colorist)
feature title: biography five: "XS"
feature length: 1 page
feature credits: Stuart Immonen (artist)/ Tom McCraw (colorist)
story title: story two (*XS* feature): "Running Scared"
story length: 8 pages
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Tom McCraw (writer)/ Stuart Immonen (penciller)/ Bob Wiacek and Jose Marzan Jr. (inker)/ Tom McCraw (colorist)/ Richard Starkings & Comicraft (letterers)
roll call: This tale takes place before the formation of the Legion.
cast of characters: Jenni Ognats (later XS) of Earth; unnamed Dominators; Barry Allen (the second Flash) and his wife Iris Allen (both in flashback only); Donald Wallace and Dawn Jae Allen (twin children of Barry and Iris Allen, a.k.a. the Tornado Twins, both in flashback only); Jeven Ognats of Aarok (father of Jenni Ognats, husband of Dawn Allen, name first revealed); Meloni Thawne (wife of Don Allen, first name and maiden name not yet revealed, in flashback only); Bart Allen (son of Don and Meloni Allen, mentioned only); unnamed man who knew the Allen family secret (identity not yet revealed, in flashback only).
synopsis: Jenni Ognats finds herself a prisoner of the Dominators. They believe she has super-speed like her ancestors, however she has never exhibited any such powers. They watch and wait. Jenni recalls her family history. Her grandfather Barry Allen, the second Flash, and his wife Iris settled down in the 30th century. Barry died soon after in the Crisis, but left Iris pregnant. She gave birth to Don and Dawn Allen, both of whom inherit their father's super-speed. Somehow Iris was able to keep her children's powers a secret so she could raise a "normal" family. The twins eventually grew up and began families of their own. Dawn had married Jeven Ognats of Aarok and gave birth to Jenni. Jenni was born without her mother's and grandfather's super-

speed. Later, someone who knew the family secret came to Don and Dawn for help. The chance to become a hero like their father was irresistible to them, and they agreed. The "Tornado Twins" succeeded in shutting down a secret Dominator lab on Earth, freeing people who were being genetically experimented on. The twins saved everyone but, because of their inexperience, were brutally killed by the Dominators. After that, Earthgov wanted to take a closer look at the surviving Allen family ... especially since Jenni's cousin Bart was born with speed powers. But, by then, everyone was looking for them. Jeven Ognats decided to get his daughter off Earth, to some place they could be safe. They secretly stowed away on freighters headed to Aarok, her father's homeworld. Although the U.P. couldn't find the Ognats on Aarok, the Dominators eventually did. Jenni just hopes that they realize she is normal before she is dissected. Through one of her cell's windows, Jenni sees the Dominators torturing her father in an attempt to force him to reveal how his daughter accesses her powers. Jenni begins frantically pounding on the window, screaming at them to stop. Her super-speed powers finally manifest, and she shatters the windows with her flailing fists. The Dominators proclaim that their test has succeeded. At super-speed, she beats down the Dominators and frees her father. They produce weapons and begin firing so that she can be subdued and studied. As she dodges the blasts, one hits the main power line. She grabs her father and races out, as the secret lab explodes. Jeven Ognats fears for his daughter, but she says that she is sure that this was meant to be. Soon after, Jenni joined the Legion of Super-Heroes as the Aarok representative.

comments: The origin of XS is revealed. Re-introducing the Tornado Twins and the Dominators (in flashback). According to *THE FLASH [second series] #114*, the time-lost Wally West inspired the Twins to start their short-lived career. The identity of the stranger who approached them for help against the Dominators remains a mystery. What is known is that President Thawne, father of Don Allen's wife, orchestrated the Twins' deaths. *FLASH [second series] #91-94*, *IMPULSE #1*, and *IMPULSE #23-25* expand upon the disappearance of Iris and Bart Allen. Iris had taken her two-year-old grandson, who was physically fourteen, back to the 20th century to halt his accelerated aging. Bart remained in the 20th century and became the teen hero named Impulse. Jenni's dialog implies that Bart was born shortly after the Tornado Twins died, placing their deaths a little over two years prior to his relocation to the past. Two statements in this story are contradicted by *IMPULSE #25*, and will therefore be ignored. Jenni makes the statement that years passed between her birth and the Twins' deaths. *IMPULSE #25* clearly establishes that Jenni and Bart are the same age, and thus the Twins must have been killed when Jenni was only a few months old. Jenni also states that it feels like ages since she last saw her grandmother and cousin. Since Jenni is fourteen at this time, and was two when they disappeared, it has been ages since she last saw them. Due to alterations in his origin caused by the Crisis in Time, Bart Allen's mother's name has been retconned from "Carmen Johnson" to "Meloni Thawne". Planets depicted: Earth and Aarok. This tale

	appears to take place no more than a few months prior to *LEGION OF SUPER-HEROES [fourth series] #0.*
feature title:	biography six: “Invisible Kid”
feature length:	1 page
feature credits:	Jason Armstrong (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)
feature title:	biography seven: “Chameleon”
feature length:	1 page
feature credits:	Chris Renaud (penciller)/ Rob Leigh (inker)/ Tom McCraw (colorist)
feature title:	biography eight: “Brainiac 5”
feature length:	1 page
feature credits:	Matt Haley (penciller)/ Tom Simmons (inker)/ Tom McCraw (colorist)
feature title:	biography nine and ten: “Live Wire and Spark”
feature length:	1 page
feature credits:	Jeffrey Moy (penciller)/ W.C. Carani (inker)/ Tom McCraw (colorist)
feature title:	biography eleven: “Kinetix”
feature length:	1 page
feature credits:	Mike Huddleston (penciller)/ Jason Martin (inker)/ Tom McCraw (colorist)
story title:	story three (*Kinetix* feature): “From Dawn To Darkness”
story length:	8 pages
story credits:	KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Tom Peyer (writer)/ Alan Davis (penciller)/ Mark Farmer (inker)/ Tom McCraw (colorist)/ Pat Prentice (letterer)
roll call:	Shrinking Violet and Kinetix are on Goniff-4. Chameleon and Invisible Kid are on Durla. Andromeda is searching for the White Triangle. Cosmic Boy, Saturn Girl, Apparition, Triad, Leviathan, XS, Brainiac 5, and Spark are all elsewhere. Membership awaits Star Boy (behind-the-scenes only).
cast of characters:	Kinetix (Zoe Saugin, last name first revealed); Shrinking Violet (Salu Digby); Azra Saugin (mother of Zoe Saugin, name not yet revealed, in flashback only); Thanot Saugin (brother of Zoe Saugin, last name first revealed, in flashback only).
synopsis:	Shrinking Violet has joined Kinetix on an archeological expedition on Goniff-4. Kinetix wakes Violet, saying the treasures can’t wait: ancient secrets, hidden riches, occult talismans ... power. Violet expresses concern about Kinetix’s preoccupation with power. Kinetix tells Violet her story. As Violet already knew, Kinetix was born Zoe Saugin. She remembers how excited she was when her mother, an archeologist, discovered the Moon of Koll. She remarks on how much she liked seeing her mother so happy, not like her brother Thanot, who was openly resentful. Their mother would drag them from planet to planet, leaving them feeling useless most of the time. One day, a few days before Zoe’s tenth birthday, her mother opened a crypt which sprayed her with poisonous gas. Zoe’s mother was dying. Zoe read over her mother’s many books and learned that, according to legend, the Moon of Koll could help. It supposedly could transmute a drop of love into a wellspring of health, once in a lifetime. She asked her brother for help, but he only laughed at her. Zoe learned the ritual and recited the words. Her mother begged her to stop. She never thought her mother believed in magic, but she

could see that it terrified her. The ritual worked, and her mother was cured. After that, she appointed herself her mother's apprentice. After three long years of searching for another glimmer of magic, she finally found it. An energy pool beneath the floor of a tomb on Titan charged her like a power-cell. When her mother saw her blazing with life, she nearly collapsed. That changed as Zoe used her new power to peel away a weeks worth of digging with a gesture, plucking the fabled Scarabwing Idol out from within a hidden sanctum. She felt useful again, but it was not enough. The magic of a thousand worlds lies buried, waiting to be discovered. Kinetix concludes her tale when she senses magical vibrations under some rock in the cave that she and Violet have been digging in. Violet shrinks and enters a crack. She tells Kinetix that she sees a beautiful star-shape containing light. Kinetix exclaims that it is the Star of Akkos and blasts the rock, nearly burying Violet. Ignoring Violet, Kinetix almost goes mad over the power. Violet tells Kinetix to stop, as the energy from the Star is causing the supports to buckle. Kinetix laughs, saying her powers can easily rectify the problem. She points at the support beams, but nothing happens. She realizes that the Star has taken away her powers! Violet grabs Kinetix and barely drags her to safety. Violet tries to comfort Kinetix, as Kinetix tries to rationalize away her greed.

comments: The origin of Kinetix is revealed. First appearance of Azra Saugin, the Moon of Koll, the Scarabwing Idol, and the Star of Akkos. Planets depicted: Goniff-4, Aleph, Titan, other unnamed planets. More secrets concerning Kinetix's origin are revealed in *LEGIONNAIRES #42*. This tale takes place a day or two before *LEGIONNAIRES #26*. The events of this issue take place in a single day.

feature title: biography twelve: "Shrinking Violet"
feature length: 1 page
feature credits: Ron Boyd (artist)/ Tom McCraw (colorist)
feature title: biography thirteen: "Andromeda"
feature length: 1 page
feature credits: Paul Pelletier (penciller)/ Joe Rubinstein (inker)/ Tom McCraw (colorist)
feature title: item one: "R. J. Brande"
feature length: 0.5 pages
feature title: item two: "Stargates"
feature length: 0.5 pages
feature title: item three: "Legion Headquarters"
feature length: 0.4 pages
feature title: item four: "Staff/ Marla Latham"
feature length: 0.2 pages
feature title: item five: "Staff/ Tenzil Kem"
feature length: 0.2 pages
comments: Tenzil Kem (last name first revealed)
feature title: item six: "Staff/ Athramites"
feature length: 0.2 pages

feature title: item seven: “Legion Headquarters Building”
feature length: 2 pages
feature title: item eight: “Legion Equipment/ Legion Cruisers”
feature length: 0.3 pages
feature title: item nine: “Legion Equipment/ Flight Ring”
feature length: 0.1 pages
feature title: item ten: “Legion Equipment/ Telepathic Plug”
feature length: 0.1 pages
feature title: item eleven: “Legion Equipment/ Equipment Belt”
feature length: 0.1 pages
feature title: item twelve: “Legion Equipment/ Transuits”
feature length: 0.3 pages
feature title: item thirteen: “Legion Equipment/ Mini-Omnicom Unit”
feature length: 0.1 pages
feature title: item fourteen: “United Planets Building”
feature length: 0.5 pages
feature title: item fifteen: “United Planets”
feature length: 0.5 pages
comments: Current U.P. roster: Aarok, Aleph, Alkoz, Angtu, Ardemo, Bgztl, Bismoll, Braal, Cargg, Chiron, Colu, Corvan IV, Cyranus, Daxam, Domar, Durla, Earth, Exor, Fandua, Gahhn, Ganz, Grxyor, Ikro, Imsk, J’ff’n, Jorna, Kathoon, Korr, Lallor, Lythyl, Manna-5, Mars, Mohado, Myar, Naltor, Nitwon, Orsde, Phlon, Plevitz, Quarantine, Rann, Remor, Risijs, Rovann, Rygor, Schwar. Silvan, Syngtom, Taltar, Tanvor, Tharr, Titan, Toonar, Tsuron, Vaalor-7, Vyrga, Vengar, Winath, Xanthu, Zuun.
feature credits: previous fifteen items: Tom McCraw (text and concepts)/ Eliot Brown (illustrations and schematics)/ Tom McCraw (colorist)
story title: story four (*Leviathan* feature): “Greater Good”
story length: 8 pages
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Mark Waid (writer)/ Mike Collins (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Tim Harkins (letterer)
roll call: This tale takes place when the Legion consisted only of Cosmic Boy, Live Wire, Saturn Girl, Apparition, and Triad.
cast of characters: Cosmic Boy (Rokk Krinn), Live Wire (Garth Ranzz), and Saturn Girl (Imra Ardeen) all appear in a promo vid; Gim Allon (later Leviathan), Gigi Cusimano (first name first revealed), Stu (full name not yet revealed), Chief Desmond F. Wilson, Roon Dvron (first name not yet revealed), Jobarg (full name not yet revealed), and other unnamed S.P. officers; unnamed Durlan criminal (in flashback only); Wynn and Marte Allon (parents of Gim Allon, names not yet revealed, in flashback only); unnamed racist terrorists.
synopsis: At the Science Police headquarters in the Forte District of Mars, Lt. Gim Allon learns that he is to be drafted into the Legion of Super-Heroes. The other officers taunt him as they watch a Legion promo. Gim angrily leaves, telling them to knock it off. Officer Gigi Cusimano, his friend since childhood, follows him. They both walk right into a news conference being

held by Chief Wilson. When asked what he thinks of the Legion, Wilson responds by saying that it is ludicrous. He then sees Gim and tells them to ask him what he thinks about being drafted. Wilson tells them that Gim had just graduated from the Academy the year before, and has since risen quickly through the ranks, becoming one of his best officers. He feels that the Legion just wants to capitalize on Gim's size-growing ability, and that they don't care that he serves a better good in the Science Police. One reporter asks Gim if he thinks that his gift can help the recent anti-colonization movement on Mars. Wilson responds by saying that, pending Wilson's promotion, Gim will be busy serving as a key member of his personal staff. Gim is taken off guard by the statement. Wilson says he will have Gim out of the draft first thing in the morning. Wilson takes the reporters into his office for photos, leaving Gim behind. Gigi asks Gim how he can think so little of himself to let Wilson walk all over him like he does. She says Wilson only cares about himself, not Gim. She reads the notice of draft given to Gim. He is to report to Earth U.P. headquarters by 299405,31 for assignment of duty. Gim says it sounds appealing, but the S.P. is something he has wanted all his life. He says that nothing has been easy since the accident. Gim recaps how he knew he was crazy to chase the Durlan outside the domes, but he had just killed their training officer. He was so concerned about capturing the killer, Gim ignored the dangerous meteor shower going on outside. A glowing meteoroid just missed Gim and killed the Durlan. Gim was left in a coma. While he was in the medi-center, the doctors learned that his RNA was undergoing changes. A week after the incident, as Gim's parents, Gigi, and a doctor watched over him, Gim woke up and immediately grew to a height of fifteen feet! He soon calmed down and reverted to normal size. Suddenly, Gim and Gigi receive a call. There is trouble at the T'Massii Colonization Office. Five members of the anti-races movement have planted explosives throughout the building. One went off prematurely, trapping them with twenty other sentients on the fourth floor. Gim and Gigi are briefed that all floors below have been evacuated, but there are still people above that floor. The remaining explosives have been neutralized however. The racists say they will kill hostages every hour unless they are given safe passage. Gim notes that the fourth floor is at least thirty feet, very close to his limit. Just as he is about to implement an idea, Chief Wilson approaches saying he is taking over. Wilson grabs a speaker and tells the hostage takers that they have five minutes to give up before the building is taken by force. Gim protests, but Wilson insists that they are bluffing. Wilson sends officers out on their cycles to surround the building. Gim says that they'll be easy targets up there, and that he can get up there faster. Wilson tells Gim that he is more valuable to him right where he is. Ever since the accident Gim has been big news, it's why Wilson promoted him so quickly. He's not risking someone who is so important to his career on ungrateful scum. When one of the officers is shot down, Gim becomes angry. Wilson says he won't risk Gim on the useless non-humans trapped inside. He tells Gim that he will follow orders, but Gim ignores him. He begins to grow. The thugs prepare to start killing the hostages, expecting that

they too will die. They say that there are plenty more like them who will finish what they started. Just as the humans raise their weapons, Gim reaches in and stops them. Afterward, Gim finds Chief Wilson with some reporters, taking credit for ordering Gim to save the hostages. In front of everyone, he angrily resigns, saying he has an appointment on Earth ... with the Legion of Super-Heroes. Gigi is upset that Gim has decided to leave Mars, so Gim tries to talk to her. She says that the day he was exposed to that meteorite, he outgrew the Science Police ... and her. He comforts her, saying they have been best friends since they were kids. He says that maybe he has outgrown the S.P., but he will never outgrow her. Satisfied that she is feeling better, he asks her where she is off to. She says she has been ordered to Earth to find someone named Lyle Norg.

comments: The origin of Leviathan is revealed. Re-introducing Chief Desmond F. Wilson. Planets depicted: Mars. Races mentioned: Braalians and Titanians (called Saturnians by Chief Wilson). This tale coincides with the events depicted at the end of *LEGIONNAIRES #0*. The events of this issue take place in a single day.

feature title: biography fourteen: "Leviathan"

feature length: 1 page

feature credits: Colleen Doran (artist)/ Tom McCraw (colorist)

letters page: None.

LEGIONNAIRES # 26

cover date: June 1995

publication date: 26 April 1995

format: 32-page, full color, Standard Format

price: $1.75

cover credits: Jeffrey Moy (penciller)/ W.C. Carani (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor)

cover description: The Workforce battle White Triangle thieves, as Ultra Boy and Apparition kiss.

story title: "Authority"

story length: 22 pages

story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Tom McCraw and Tom Peyer (plotters)/ Tom Peyer (writer)/ Jeffrey Moy (penciller)/ W.C. Carani (inker)/ Tom McCraw (colorist)/ Pat Brosseau (letterer)

roll call: Cosmic Boy, Saturn Girl, Apparition, Triad, XS, Spark, Andromeda, and Kinetix. Leviathan is busy dealing with a situation at Edmund Research. Chameleon and Invisible Kid are attending a funeral on Durla. Brainiac 5 is elsewhere. Shrinking Violet is presumably unpacking from her trip to Goniff-4. Membership awaits Star Boy (behind-the-scenes only).

cast of characters: Cosmic Boy (Rokk Krinn); Saturn Girl (Imra Ardeen); Apparition (Tinya Wazzo); Triad (Luornu Durgo); XS (Jenni Ognats); Chameleon (Reep Daggle); Invisible Kid (Lyle Norg); Spark (Ayla Ranzz); Andromeda (Laurel Gand); Shrinking Violet (Salu Digby); Kinetix (Zoe Saugin); Doctor Aven of Titan (first name not yet revealed); unnamed S.P. officers on Earth; Ambassador Winema Wazzo (first name not yet revealed); Ultra Boy (Jo Nah, last name not yet revealed); Leland McCauley; unnamed Durlan priests; the Workforce; Live Wire (Garth Ranzz); Karate Kid (Val Armorr); Spider-Girl (Sussa Paka, first name first revealed, last name not yet revealed); Evolvo (Sev Tcheru, real name not yet revealed); Inferno (Sandra Anderson, real name not yet revealed); unnamed non-Daxamite White Triangle thieves; President Jeanne Chu (last name first revealed, first name not yet revealed); Honorable mention: Newcomers [from Aliennation], a Jawa [from Star Wars], and various Manga characters (all as bystanders in a crowd).

synopsis: A mysterious stranger arrives at Metropolis Spaceport. He mentally forces his way through customs, stating that his business is urgent. At Legion headquarters, Spark suffers through monitor duty. XS rushes in and brings Spark another gift from her secret admirer which she found in the cafeteria. It is a silver lightning bolt. Ambassador Wazzo bursts in looking for her daughter Apparition. She says that her daughter was nowhere to be found when she woke up this morning and she wants to know where she is. XS says she doesn't know. Spark says that just because she an ambassador and mother of Apparition gives her no right to push them around. Ambassador Wazzo leaves saying that she is on the appropriations committee that funds the Legion, and that she hasn't even begun to push. Elsewhere, Apparition waits for Ultra Boy. He is already forty-seven minutes late. She is angry when he finally shows, but quickly forgives him. They take off together. She questions his feelings for Spider-Girl. When McCauley calls, he invites Apparition to come along on a new Workforce mission, in case she ever decides to join his team. At Earthgov Medi-Center, Aven arrives and uses his mental abilities to walk right into the trauma ward. The recovering Triad is visiting the catatonic Saturn Girl. The stranger arrives at the room. Without explanation, he rudely steps in front of Triad and places his hand on Saturn Girl's head to probe her mind. Triad uses her flight ring to signal for help, then tells the stranger to take his hands off Saturn Girl. He uses his powers to stop her, then returns to his probing. On Durla: Chameleon and Invisible Kid attend the funeral of Cham's father. Cham shares a shocking secret with Invisible Kid (he will be expected to replace his father as spiritual leader). Invisible Kid says he'd better not mention this back home just yet. On Earth: Ultra Boy and Apparition find the Workforce in front of a warehouse. Apparition and Live Wire greet each other, while Ultra Boy tells Spider-Girl that he'll hang around with whomever he wants. McCauley interrupts on his omnicom and tells the team to get inside and stop the thieves who are robbing McCauley's inventory. The thieves are wearing armor, which sport a familiar white triangle symbol. During the battle, the thieves show their racist attitudes. Spider-Girl and Evolvo are knocked down. Inferno burns one of

the thugs, blasting open a toxic canister as she does so. One of the thieves grabs a glowing green orb from the canister, saying she has just given them the advantage. It is enough hazardous waste to wipe out all life in the entire region. McCauley calls the thief a lunatic. The thief responds by calling McCauley a bad business partner. The Workforce stop, questioning what he means by "business partner". At the medi-center, Cosmic Boy arrives and stops the stranger from probing Saturn Girl's mind. The stranger is angry because he has been stopped during a critical point in his work. The stranger shows Cosmic Boy that Saturn Girl is now awake and aware. The stranger frees Triad from his control then introduces himself as Aven, Saturn Girl's instructor at the Titan Institute. He has come to Earth to cure her. Unfortunately, they realize that his efforts have fallen short ... she has the mind of a small child. At the warehouse, the thieves explain that McCauley sold them arms. They say that they thought McCauley had shared the White Triangle's vision of interplanetary "peace". McCauley tells them not to believe the racists. The thieves continue by saying they were very disappointed when McCauley built a fortune by dealing weapons to the opposition. They made themselves a promise: their enemies will not get their hands on McCauley's supplies, even if it means their lives. Karate Kid breaks free and kicks the green orb to Ultra Boy. As he catches it, one of the thieves attack him. Live Wire tells Ultra Boy to stay invulnerable, then blasts him and his attacker. The now freed Ultra Boy dives for the falling orb, barely getting to it in time. Inferno burns another of the thieves, convincing the remaining men to give up. Apparition goes to Ultra Boy. He says he had to switch briefly to super-speed to catch the orb, burning his hands a bit. She says that while the pain is all his, the gain is all McCauley's. She then walks away. Live Wire yells at McCauley, saying Apparition is right. McCauley says he pays them well. Live Wire says he only joined because McCauley said he would help in finding his brother. When McCauley tells him to find his brother himself, Live Wire says he will and quits. Apparition congratulates Live Wire, and asks the others what they will do. Evolvo says they are paid to do what is required and that it is only business. Apparition tells them they are all capable of more. She flies off saying she can't stay and watch them sell themselves. At Legion headquarters, Cosmic Boy and Kinetix speak with President Chu on a vidscreen. President Chu tells Cosmic Boy that his request to have Kinetix removed because she has lost her powers has been denied. He is concerned about Kinetix's safety. Chu says she is not about to tell the Alephian delegation that their only representative has been removed from the Legion. She orders Cosmic Boy to come up with a plan to protect Kinetix from harm, then signs off. At that moment, something comes crashing through the roof of Legion headquarters. They search through the debris to determine what it was that smashed into their building. They find an injured Andromeda lying unconscious amid the rubble.

comments: First appearance of Doctor Aven of Titan. Planets depicted: Earth and Durla. Races mentioned: The Braalians. Since Chameleon attends the funeral of his father in this issue, only a few days could have passed since the events of *LEGION OF SUPER-HEROES [fourth series] #69*. Chameleon would later be revealed as Spark's secret admirer, and thus must have left his gift to Spark in the cafeteria just prior to his departure to Durla. Kinetix's adventure in *LEGION OF SUPER-HEROES [fourth series] ANNUAL #6* is clearly stated to have occurred just prior to this issue. Leviathan's adventure in *SHOWCASE '95 #6* could only have taken place during his absence in this issue. This issue is stated to occur during a busy holiday weekend. The events of this issue take place in a single day.

letters page: "Legionnaires". Letters regarding *LEGIONNAIRES #22* from Jim Kelly, Dale Coe, Aldrin B. Toledo, Melissa Page, Tom Fremgen, Fritz Baugh, and Kevin Wohlmut. Edited by Mike McAvennie.

R.E.B.E.L.S. '95 # 8

cover date: June 1995

publication date: 03 May 1995

format: 32-page, full color, Mando Format

price: $2.25

cover credits: Derec Aucoin (penciller)/ Mark Propst (inker)/ George Freeman & Digital Chameleon (colorist)/ Curtis King (cover editor)

story title: "Money"

story length: 24 pages

story credits: Dan Raspler (editor)/ Peter Tomasi (assist. ed.)/ Tom Peyer (writer)/ Derec Aucoin (penciller)/ Mark Propst (inker)/ Stuart Chaifetz (colorist)/ Gaspar Saladino (letterer)

synopsis: On Raxull: John Sin and the Blood Circle discuss with Vril Dox the atrocities committed by L.E.G.I.O.N., such as the situation on Crell. Dox says it's not his problem. They explain that they don't see the universe as some toy to be played with, however they do think it is worth fighting for. Sin then goes on to explain their plan to take over the Worldbank, a creation of Vril Dox. Dox's idea was to centralize all transactions through one secretly located bank. Sin tries to make Dox understand that this puts too much power into the hands of one group, a group now controlled by Dox's evil son. In space: The R.E.B.E.L.S. ship survives crashing into the L.E.G.I.O.N. space station. The ship then sends out a false sensor echo on its own, indicating that the ship was destroyed. Stealth gets Borbb to teleport her to the space station. Aboard the station, the L.E.G.I.O.N.naires scramble to learn what has just happened. Lyrl orders Davroth to assemble the core team to search every inch of the facility. Meanwhile, Lyrl continues the brainwashing of the heads of the client worlds. He sends Garryn Bek to locate the missing Marij'n. On Raxull: John Sin convinces Vril Dox to invade the Worldbank. Dox will go alone, still keeping its location a secret that he alone knows, awaiting the day he returns to power. Suddenly, Dox collapses in pain. Sin places another sinpatch on Dox's forehead, stopping the pain. Dox begins to realize that Sin has developed a

method of controlling him. Near the space station: Two L.E.G.I.O.N. ships make visual contact with the R.E.B.E.L.S. ship, and prepare to fire. The second one, piloted by Garv, ambushes the first. On the space station: Stealth and Borbb search for Vril Dox's "killers". Instead, they are confronted and beaten by Zeena Moonstruck, Hakk, Gigantus, and Davroth. Davroth reports to Lyrl that Borb Borbb and Lyrl's mother have been captured. Elsewhere on the station, Marij'n searches for the mind-control device. An alarm is activated and the core team locate and capture her. She is too late ... the mind-control has been completed. In space: Garv docks and enters the R.E.B.E.L.S. ship, greeting his wife Strata. On Gant, a poverty-stricken world tucked away at the rim of the developed galaxy: Vril Dox and John Sin land their craft. Sin is disgusted at the conditions that the natives endure. The entrance to the bank is in a temple. Sin says that he has his limits, and sends Dox on alone, giving him a handful of sinpatches for his pain. Vril Dox enters the Worldbank, a place he has been to many times before, but he realizes they have changed the security system. He is captured by the Worldbank's two guardians, Mr. Qigly and Mr. Zimm.

Section VII - Legion checklist [miscellaneous] (part 1 - trading cards):

The following is part one of a checklist of various Legion of Super-Heroes and L.E.G.I.O.N. items that were either made available for sale or given away as premiums. This section concentrates on trading cards. Cards including such peripheral characters as Impulse, Booster Gold, etc. will not be included.

Legion trading cards:

Comic Book Foldies (Topps, 1966) :

card #16	Ulysses S. Grant, Pork Chops the pig, and Saturn Girl

DC 3-Comic Backing Board (??, 1989) :

(These items were part of a series of cards that made up the backing board on some DC 3-Comic packs in 1989-1990. They reprinted either promotional art or reprinted covers.)

card #21	Tyr
card #38	cover of Crisis On Infinite Earths #1
card #43	cover of Adventure Comics #307

DC Cosmic Cards (SkyBox, 1992) :

card #148	Legends card 1 of 3 (depicting Cosmic Boy)
cards #154-156	Invasion! (characters later form L.E.G.I.O.N.)
cards #160-162	The Great Darkness Saga

Doomsday: The Death of Superman (SkyBox, 1992) :

(The back of cards #C1-C9 reprints the Funeral of Superman poster.)

back of card #C7	Cosmic Boy, Saturn Girl, Ferro
back of card #C8	Live Wire, Chameleon, Valor, Lobo
back of card #C9	Vril Dox II, Strata, Phase (of L.E.G.I.O.N.)

comic book convention promo card (1993) :

Apparition trading card (#P1), given away at comic book conventions.

WIZARD #19 (March 1993) :

Dragonmage trading card (#00) polybagged in this issue.

COMIC BUYER'S GUIDE PRICE GUIDE (March-April 1993) :

Catspaw trading card (#000) polybagged in this issue.

LEGIONNAIRES #1 (April 1993) :

Computo trading card (#0000) polybagged in this issue.

DC Cosmic Teams (SkyBox, 1993) :

cards #16-18	Team Triptychs: L.E.G.I.O.N.
cards #19-21	Team Triptychs: Legionnaires
card #72	L.E.G.I.O.N.: Vril Dox II
card #73	L.E.G.I.O.N.: Phase
card #74	L.E.G.I.O.N.: Garryn Bek
card #75	L.E.G.I.O.N.: Strata
card #76	L.E.G.I.O.N.: Stealth
card #77	L.E.G.I.O.N.: Lady Quark
card #78	L.E.G.I.O.N.: Garv
card #79	L.E.G.I.O.N.: Telepath
card #80	L.E.G.I.O.N.: Lobo
card #81	L.E.G.I.O.N.: Captain Comet
card #82	Legionnaires: Cosmic Boy
card #83	Legionnaires: Saturn Girl
card #84	Legionnaires: Live Wire
card #85	Legionnaires: Apparition
card #86	Legionnaires: Triad
card #87	Legionnaires: Chameleon
card #88	Legionnaires: Invisible Kid
card #89	Legionnaires: Leviathan
card #90	Legionnaires: Shrinking Violet
card #91	Legionnaires: Inferno
card #92	Legionnaires: Andromeda
card #93	Legionnaires: Brainiac 5
card #94	Legionnaires: Ultra Boy
card #95	Legionnaires: Matter-Eater Lad
card #96	Legionnaires: Alchemist
card #97	Legionnaires: Gossamer
card #98	Legionnaires: Ferro
card #99	Legionnaires: Computo
card #100	Legionnaires: Dragonmage
card #101	Legionnaires: Catspaw
card #102	Legionnaires: Kid Quantum
card #147	New Breed: Timber Wolf
card #148	New Breed: Valor

Bloodlines Series (SkyBox, 1993) :

card #1	L.E.G.I.O.N.
card #3	Lobo and Layla (of L.E.G.I.O.N.)
card #25	Timber Wolf
card #26	Valor, Shadow Lass, and Jamm
card #27	Jamm (guest star in Legion of Super-Heroes)
card #52	Pax (of L.E.G.I.O.N.)
card #54	L.E.G.I.O.N.
card #55	Layla (of L.E.G.I.O.N.)
card #63	Jamm (guest star in Legion of Super-Heroes)
card #72	Pax (of L.E.G.I.O.N.)

DC Master Series (SkyBox, 1994) :

(There was also a smaller version of the DC Master Series card set that was distributed in bags of potato chips in Chile, South America in 1995 (Takatelas). At least two Legion cards, #9-Valor and #11-Virus & Pulse, possibly more, were in the collection (the number is part of a game, not the card number).)

card #10	Glorith and Mordru
card #11	Valor
card #12	Emerald Dragon
card #13	Live Wire
card #14	Saturn Girl
card #15	Cosmic Boy
card #16	Virus and Pulse
card #17	Andromeda
card #18	Polestar
card #19	Vril Dox II (of L.E.G.I.O.N.)

Superman Platinum Series (SkyBox, 1994) :

(A regular and deluxe version of this card set exists)

card #47	Supergirl (back mentions Pocket Universe)
card #48	Three Kryptonian criminals (back mentions Pocket Universe)

DC Villains Series (SkyBox, 1995) :

card #27	Lyrl Dox (of L.E.G.I.O.N.)
card #83	Controllers (20th century)
card #84	Dominators (20th century)

DC Power Chrome Legends '95 Series (SkyBox, 1995) :

card #57	Vril Dox II (of L.E.G.I.O.N.)
card #58	Strata (of L.E.G.I.O.N.)
card #59	Phase (of L.E.G.I.O.N.)
card #60	Stealth (of L.E.G.I.O.N.)
card #61	Borb Borbb (of L.E.G.I.O.N.)
card #62	Telepath (of L.E.G.I.O.N.)
card #63	Garv (of L.E.G.I.O.N.)
card #110	Lyrl Dox (of L.E.G.I.O.N.)
card #131	Cosmic Boy
card #132	Saturn Girl
card #133	Live Wire/ Spark
card #134	Shrinking Violet
card #135	Brainiac 5
card #136	Chameleon
card #137	XS
card #138	Invisible Kid
card #139	Ultra Boy
card #140	Kinetix
card #141	Leviathan

Amalgam Series (Fleer/SkyBox, 1996) :

card #37	Ferro Man
canvas card #7	Mentions Legion 2099 on back

Kingdom Come Series (SkyBox, 1996) :

card #10	"Countdown" (with Starman VII and Brainiac's Daughter)
sketchboard #4	Superboy (as a Legionnaire)
sketchboard #15	Starman VII (formerly the Legionnaire called Starboy)
foldout #1	Reprints the cover of *KINGDOM COME #1* (with Demon Damsel)
foldout #2	Reprints the cover of *KINGDOM COME #2* (with Starman VII and Brainiac's Daughter)

Section VIII - Legion Elseworlds: Emerald (part four):

The following is an ongoing original story by AOL member RLucas3000. This tale is one fan's view of the reboot Legion's future. Note that this story was plotted out shortly after the "death" of Apparition and the imprisonment of Andromeda way back in *LEGIONNAIRES ANNUAL #2*. New readers are welcome to previous chapters, just make a request via e-mail at RLucas3000@aol.com.

EMERALD, Part IV
Empty Promises
by Richard Lucas (RLucas3000@aol.com)*

*A special thank you to Christian, for helping turn a battle image I had in my head into a beautiful reality!

What Has Gone On Before ....

Sarya of Venegar is killed in an archeological accident decades before she is fated to discover the Emerald Eye. It is later discovered by Luornu Durgo, an intergalactic explorer and scavenger since she left the Legion; a circumstance which was brought about because both of her other selves had died, one accidentally killed by an insane holographic creation of Lyle's.

The Legion is inducting two new members, Nemesis and Projectra, when Lu dramatically appears seeking her membership back. After an almost scary demonstration of the powers she has as Emerald, she is welcomed back. She later seeks to practice her somewhat rusty combat skills with new member Nemesis, which lands him in the infirmary.

Meanwhile, current leader Lyle gets an alarming call from the President about strange goings on on the supposedly empty prison planet. She reveals a secret, which leads Lyle to having a rather heated conversation with former leader Cosmic Boy. An emergency alarm is sounded, but Lu has been having her own "conversation" with the Eye, which has left her unable to answer the alarm.

Lyle assembles a mission team including himself, Rokk, Vi, Jan, Esper (Imra's replacement from Titan after she resigned), Jo, and new member Projectra. Neither of the other new members, Emerald or Nemesis, are able to answer the call however. Lydda Jath, Midnight, remains behind on monitor duty with the rest of the team unavailable, off on a night on the town.

Lyle's team heads to the Prison Planet, only to find a group of friends ready to engage them in battle. Meanwhile, two new applicants, Eclipse and Nature, are on their way to seek membership, and there are strange goings on around the galaxy that may not bode well for the Legion. And as Lyle's team falls, one by one, to their former friends, he is ready to concede, when suddenly, unexpected help arrives ...

Thom launched himself at his former friends! He couldn't believe this was happening, but he'd watched the fight as he'd approached. Watched as his teammates had fallen one by one. It was a darn good thing his lady had been able to get through to him! He was going to finish this thing, once and for all. No one could stop him! Then maybe there'd be time for talk. Maybe.

As he flung himself at the Lord of the Lightning, an orange and black flash came out of nowhere! Ker-ackkkk!!! Suddenly he was flying in the opposite direction! And his jaw hurt like hell! What the ...?

Then he saw her. And gasped! She was dead! But she sure packed one hell of a punch for a corpse! "Laurel?!?".

"I'm sorry. I couldn't let you hurt my friends. I just couldn't.". There were tears in her eyes.

This was impossible. In Valor's name, people just didn't come back from the dead! But he'd worry about it later. Thinking wasn't his strong suit. Action was! "Stand aside.".

"No.". Her answer was as final as the look in her eyes.

Damn! He knew she'd say that. He hated to hit a girl, but ...

Unfortunately, she was as quick as he was! She ducked his blow like he was standing still, then locked both hands together and threw an uppercut into him that would have taken off a camelephant's head! He sat down on his butt, momentarily dazed.

She was winded, but declared "I know you're a guy and I'm a girl, but I had years of training in fighting. I might be a little rusty, but ...". His electrical vision crackled over her, sending her pulse jumping and her head spinning! Well, two could play at that game!

Her eyes burned. Twin laser-like beams shot out, raking across the boy's chest, burning him so that he cried out. "That hurt!" he thought. Damn, she was good!

As the two super-beings evaluated each other, probing for a weakness, Brainy walked over to Lyle. "Old friend," he began, "talk to me, please. If we don't settle this, they'll tear a small hole in this sector of the quadrant.".

Lyle smiled at Brainy's words. He didn't think it would go that far, though he could feel the force of the blows from here. "All right, talk.".

"Laurel didn't die in the White Triangle War, obviously." he pointed, indicating the vivacious blond. "But she voluntarily accepted self-imprisonment, letting the planets think she was dead so that everyone could put the war behind them.".

"Brainy, I just found this out earlier this morning ..."

"And I just found it out last month!". Brainy's face twisted in rage. "Don't you think I would have been here instantly had I but known!". He clenched his green fingers into a fist, but then dropped it at his side, helplessly. "When I accidentally intercepted the communiqué, I knew I had to do something.". His voice was actually calm, controlled. "That's why I asked for the leave of absence. I knew the Legion couldn't get involved. I went to ... I went to Winath. I didn't know where else to turn.".

"And Garth and Imra agreed to help you free her." Lyle finished for him.

"Yes, and Mekt too. He's completely cured, you know. The Winathian Psychiatric Arts are ..." he trailed off as he realized he was becoming distracted again. "Anyway, they did agree to help. And we came here.". He paused, trying to retain his composure. "It was a long, circuitous route to be sure. Full of false flight plans and bold-faced lies.". His face revealed how unhappy he'd been with that necessity. "Mekt helped with all of that. There are still few criminals in the galaxy who won't bow before the Lightning Lord. And we made it. Except ...".

At this, his shoulders shook slightly, as if he were ready to break. "She ... she didn't want to leave!".

Lyle looked up, again marveling at the dynamic woman who stood toe-to-toe, slugging it out with Star Boy. "She was afraid of what we all are, Brainy. That her freedom will bring up all the old horrors of war. That peoples who are only now learning to trust each other again, will be torn apart by it. That damn war almost ripped the galaxy apart, you know.". Suddenly Lyle realized he was parroting to Brainy what the President had told him only earlier that day. It made him sick.

"I know that Lyle. And I don't give a damn!" he shouted. His fist rose in the air, as if to strike a blow, but just hung there, not knowing who or what to lash out against.

"Maybe ..." Lyle thought for a moment, "maybe we can help each other Brainy. Maybe there is a solution to this mess.".

"I'm listening, Lyle.". The blond-haired, green-skinned boy from Colu stared piercingly at his friend. "I'm listening.".

As the two god-like beings above them continued to battle, the two boys put their heads together and talked.

Luornu Durgo opened her eyes. And then closed them again momentarily as the images again registered on her brain. There were her other two selves, seemingly alive, breathing, though they appeared unconscious or asleep. The Eye floated above them all like a benevolent god. It (she preferred thinking of him that way) had even dressed them in shades of Neutral Green and Light Green to match their original costume colors.

Eye think of everything.

It had caught her thoughts! She immediately slammed the barrier down again between it and herself, though not quickly enough not to catch its mental laughter. She had to regain the upper hand!

"So ... you kept your bargain." she said with disdain. "I am truly surprised.".

Its mental static immediately changed tone inside her head. *Surely you do not imply that Eye do not keep my word. My bond is as green as Nature, as true as the Heart of the universe.*

"Your green is hardly that of Nature's.". Then she managed to stand. To walk over to herselves. Suddenly, she realized "I ... I don't *feel* them!". She spun around to face the Eye again. "What have you done?! They are not a *part* of me!".

Even Eye am not the maker of all things. You wished with your heart's desire for yourselves to be with you again, and that has *been done.*

Luornu reached over and felt the wrist of one of her bodies. There was a strong pulse. But still ... she didn't *feel* anything. Inside. What had the Eye done? She had to find out. She brought her gaze even with the Eye's.

"Ladies, please disembark. We're here.". Marla Latham opened the small side door to the craft, watching as the small ramp attached itself automatically to the side.

"Stand aside, servant.". Marla turned, coming face to face with Eclipse's withering gaze.

"I merely wanted to make sure the ramp was in place for your convenience, Ms. Mallor."

"Speak the name Eclipse when you address me. And do you think we are younglings attached to our mother's teat that you have to guard us so?". She included Leetah Luthor, Nature, in her gesture.

"Hardly." he said dryly. "The ramp was for my use alone.", he lied. "Some of us aren't trained warriors, you know.".

Her expression softened a bit. "Yes. I had forgotten for a moment that I was among soft-worlders. That you did not train your children to fight and die as all civilized worlds do.". She hesitated a moment. "Forgive me.".

"Of course." he replied diplomatically. "And I hope you will forgive me any of my ... savage ways.". He gestured for her to precede him. She nodded curtly and then leapt from the craft, landing skillfully and easily, balancing only briefly with the heft of her spear. Nature looked down, then quickly at Marla before shrugging her shoulders. She stepped off the edge of the craft, turning to a fine mist as she did so, falling gently in front of the shadow princess before reforming herself. She noticed a bit disconcertingly that it took a tad longer in this atmosphere than she was used to. That bothered her a little.

The princess' eyes opened wide as they watched the mist reform into her new friend. "Your ... power is amazing. So this is why they call you Nature. It is an apt name.".

"Thank you. My power really encompasses ..."

"Hi!"

Both women turned to find a tall woman with dark hair piled beautifully upon her head, smiling at them. As Marla finished descending the ramp, he made introductions. "Eclipse, Nature," he gestured at each, "this is Legion member Lydda Jath, known throughout the galaxy as Midnight. And Lydda, this is Tasmia Mallor of Talok VIII, who calls herself Eclipse, and Leetah Luthor of the planet Lexor, who goes by the name Nature.".

"Those are both lovely code names" Lydda took Tasmia's hand, "and that's a wicked looking spear you've got there my dear.".

"It is my shadow-spear.". Tasmia liked the look of this woman. She had the flat stomach and lithe musculature of someone who had trained for battle. A warrior she was sure. "It is simply a focus I sometimes use. Part of my powers and not a tool," she said as it began to fade into nothingness, "as I know your rules do not permit them.".

"No, they do, dear. Why, Brainy has his belt, for example. All we ask is that you have at least one power that is natural, and good enough for membership of course. But I'm sure if you can make amazing weapons like that out of nothing, you'll do just fine."

"Actually, Lydda", Marla interrupted, annoying Eclipse again though she tried to hide it, "her power is much more interesting than that. And it's a power that I believe will hold a special interest for you.".

But Nature missed this exchange entirely, her thoughts drifting after she'd heard the words "good enough for membership". She dearly hoped hers were. Though she already missed her husband, and desperately wanted to return to his side, it would be just too humiliating to not be accepted. A frown of worry etched out the smile she was trying to keep on her face for her new friends.

Talisman was worried. His crystal had revealed this plot to him days ago. At first he'd been sure that it was a ridiculous cobble-pipe dream of a madman. But he'd watched over the last 36 hours as it became a reality. What could be the greatest threat to Lexor that had ever existed. He again focused on his crystal. The milky haze which had covered its surface cleared, revealing what he had dreaded he'd see.

"I now call this first meeting of the Freedom Revenge Squad to order!"

Querl watched as Laurel flew off. It was breaking his heart, but he'd agreed to it for her sake. Intellectually, he knew it was the best thing for all. All except him. Laurel would have her freedom. As long as she hid away from everyone, from everything that could attract attention to her. And being around the smartest man in the galaxy was bound to attract some attention, no matter where they went. And the rest of the galaxy would be none the wiser. Even Chu had reluctantly agreed to it, via coded channel, once Lyle and Rokk had expressed to her that there was no way they were imprisoning the girl again and that she'd better come up with an alternative, pronto! And that was all he'd wanted, right? Her freedom. Not an appeasement for some sentimental attachment he'd developed for the girl. He told himself this a few thousand times during the long ride home.

Lyle knew Brainy was suffering, and trying to hide it. But he had something else to worry about. Their potential new member. He still couldn't believe it!

"You're what?!" he'd said.

"I'm planning on seeking membership in your Legion." the Lightning Lord calmly replied. "I find I've grown bored with life on the farm, and yearn again for adventure.". He smiled a charming smile at the team's leader.

"But ... but ...". Lyle had rarely been speechless in his life.

"Lyle," Garth interjected, "Mekt is completely cured, if that's what you're worried about. And look how he supported us when we came to help Brainy.". Imra supported her husband with a firm nod.

"And I just figured since you had removed the ban on duplication of powers, to allow Garth and Ayla to both be members before he decided to leave for the gentle comforts of married life, I might as well take advantage of it and help you wage war on those dastardly super-villains.". Again he flashed his most winning smile at the young boy.

Lyle had thrown up his hands and said "Come on. We'll sort this all out later.". Soon Rokk was hugging Garth and Imra good-bye, and Meta was helping Vi aboard their craft.

"C'mon babe.". Jo had grabbed the hand of Projectra, but the cloaked figure shook his hand loose. "I can manage on my own.". Jo scratched his head, wondering what he'd done, before he followed the scarlet robed figure on board.

Lyle turned to Garth and Imra one more time. "Are you sure neither of you want to ...".

"No." Imra replied simply for both of them. "We've found true love, Lyle, and we want to enjoy it. Sometimes I think that's selfish, but ..." she shrugged her shoulders helplessly. Then she took his hand in a good-bye gesture. "I hope you find your true love too, Lyle.".

Jan came up and touched Lyle's shoulder to get his attention. "I think everyone's ready, Lyle. Mekt is on board," the young boy shuddered a little, "and Brainy's coming back with us too, he says at least for a while.".

And that was where things still stood. What a mess he'd made of this mission, he thought to himself. What if there had been real villains there, instead of foes who were friends. But at least Laurel was free! He had to hold onto something, and he'd hold onto that.

He stared around the ship, taking stock again. Projectra seemed none the worse for the experience, despite a less than stellar battle result. He'd work on that! Jo was moodily sitting in one corner, and Thom was doing the same in the other. Sheesh. If he'd had their powers he'd never act like they always seemed to! Still, Brainy could give them both lessons in it!

At least he had Jan, who was sitting beside him, a quiet source of strength for him, like always. And Mekt was the center of attention, charming Vi and Meta with his quick wit. Rokk was watching the former super-villain. Lyle wondered what the Braalian would have done with Mekt if he were still leader. Well, no use second guessing himself. They were almost home now.

Jan noted a strange flickering of the instruments, for just a second. Wait. It was gone. Weird.

The Dark God pulled himself up from the mire. Progress was slow, so slow, to him. The trap had been a perfect one, almost. As his head had cleared the dark soul-draining muck, he'd begun to laugh. Quasars burned themselves out at the sound, planets nearby shook to their very core, and energy fields all over the galaxy danced and twisted for just a moment. But the effort of seeking freedom was already exhausting him. He would need power, soon. A servant, perhaps, or ... He smiled.

The Ice Queen woke up cold. That had never happened before. She was the very definition of cold in its truest sense. She embraced it. It was almost as if something were wrong with ... she couldn't really complete the thought. Just something *wrong*. But it was already gone now, whatever the feeling had been.

She looked over at the naked man sleeping beside her. He was still covered in his own drying sweat, the thick hair that covered his body matted down with it. He had not been a gentle lover, using this body very roughly. Had she been a normal girl, he might have broken her. But she was far from that. And rarely in her long history had she been so ... satisfied. She stretched her lithe body, tracing her fingers across her breasts, along the marks he'd left on them. Yes, not a gentle man. Blackmace was indeed perfect for her plans.

As they disembarked from the craft, Lyle was confronted by a very angry young lady. "How could you ...". Then she noticed who was following him. "You!" she shrieked, sparks beginning to crackle all along her body. "Lydda told me you were coming here, but I just couldn't believe ..." she trailed off, unable to even complete her sentence.

"Ah, sweet sister.". Mekt held his arms out to her. "It is so nice of you to come and welcome me. Much more than I had hoped for. Why ...".

Sparks leapt from Ayla's eyes, traveled along her bare arms, and glistened on her pearly teeth. "I don't know how you could dare show your face here. And I don't know how", she stared directly at Lyle, "*some* people could allow it. But you are not wanted here!". She spun away from him, before she lost control. She'd been drinking earlier in the evening, and that wasn't helping. She needed to go blow something up in the gym!

Mekt smiled after his departing sister. This was going to be such fun! Then he turned to face Lyle. "If you don't mind, I need to seek your infirmary. There are certain medications I need to maintain my ... well, gentle disposition, if you will.".

"By all means, we don't want to lose that." Lyle answered.

Laurel was so frustrated! Being in prison all that time hadn't been this bad, she told herself, though she knew it wasn't true. She'd found this asteroid, which had somehow retained a small bit of atmosphere, and was staring into a large puddle of water, using it as a reflecting pool. She'd tried sharp rock after sharp rock, hoping one would let her cut her hair. She was so known for her long blond hair, if only she could shorten it some way. Then maybe she could go among people and not be recognized. But the rocks kept breaking! She picked up the last fragment and hurled it away from her, it flying far out into the galaxy. It was just no use!

"Maybe I can help ..."

To be continued ...

Section IX - Justice League 2995 (part six):

The following is the conclusion to an ongoing original story by AOL member StBehrens (now StBehrens3). He had originally submitted the concept to DC a few years ago and has reworked it into the reboot reality for this 'zine.

Prelude: Old Things Are New Again

by Shaun Behrens

What Has Gone On Before ....

Alexander Wayne and his Justice League battle Vandal Savage for possession of the Oblivion crystal, an artifact that shall lead Savage to the mythical planet of the same name. With the aid of the Regulators, Savage defeats the League and obtains his long sought-after prize. Vandal Savage shocks the League by revealing that one of their number, Kevik Mann, is an immortal like Savage himself. Savage offers to spare the lives of the fallen Justice League, if Mann agrees to join him on his quest to Oblivion. Mann accepts, and they and the Regulators head to the lost planet. The League regroups and pursues their enemies. On Oblivion, Savage and Mann are greeted by the high priests of D'palisica. Savage explains to the priests that he has come to rejuvenate his immortality.

Chapter Six

D'palisica Planetoid, near Baaldur Sector. 2995.

Boupa, the leader and High Priest of the D'palisica, led Vandal Savage and the Regulators up from the dilapidated docking station and into the remains of what was once a great city.

To the casual observer, the city was in shambles with its infrastructure falling down upon it. The architecture of the former metropolis reminded Savage of ancient Egypt, with a large pyramid five or six times bigger than Giza in the center. Sprawling out from this great creation were several smaller pyramids. Interlaced amongst this marvelous cityscape were spires that had long ago lost their luster. Some were easily one hundred-meters high and more than a few looked like they were at one time taller.

"This is fantastic, Boupa ..."

"Yes, Savage ... you should have seen it ... during our great days ..."

Upon entering the city, the Regulators, Vrykos, Savage, and Mann were bewildered to find so many different shapes that the people of D'Palisica had taken on.

"Excuse me, but why do you look so different than the others?" Cy'ber Gath asked, looking at what appeared to be a two-meter tall walking stick pass before them.

One of the dark robed priests turned to him, "Some of our people have evolved through magic ... into their own identities ..."

"The magic is strong here." Vrykos mentioned, his voice barely above a whisper.

At the base of the large pyramid, Boupa turned and faced the off-worlders. "Threx will show you all to a room ... you may refresh yourself there before we continue into the Valley of the Dead.".

"Nice ...". This time Vrykos was heard by all, with Savage giving him a less than approving glance.

"Be good, my old friend, I'm sure there are many things about this stay that you will find 'nice'."

The man known as Sun Emperor took a cool cloth and wiped his face. The planetoid circled the remains of a larger planet and was beat down upon by two suns. It made the atmosphere dry and dusty. In front of him were two objects that could best be described as humanoid. They were easily near three meters in height and had long, thin appendages. Yet, Douglous could make out nearly human-like faces and eyes that were similar to those of Boupa and the other high priests. Their skin color was lighter. He sat up on what appeared to be a long couch and looked out at the other Regulators.

Kirt Niedrigh was standing near a balcony, almost hesitant to look out from it. Cy'ber Gath, meanwhile, was out on the terrace taking sample of the air and analyzing them. He noticed that Nigel had rejuvenated himself and was walking in to meet him.

"This is a very strange place, Nigel. I'm getting chronological readings from the air that can't be correct. You don't feel like you're breathing in dead air, do you?"

The Sun Emperor took a deep breath and rolled his tongue through his mouth. "No, I don't believe so.".

"Neither do I, but there are enormous amounts of RNA particles in this air. As if the organisms that are the biological make-up of this planetoid have been dead for centuries."

"Vrykos has been acting ... well, scary."

"I've noticed. He's really getting into this place. You notice how when Kevik and Vandal were shown to a room he opted instead 'to look around'?"

Cy'ber looked at his two human counterparts and sighed. "Do you really think Vrykos is here to simply hang out. For a being that relies on life essences for nourishment, this place is paradise. I'd venture to suggest that he's out feeding.".

"Great ... we arrive as ambassadors of the ICC and will now be responsible for unleashing a blood thirsty psychic vampire onto an unknowing population."

The Sun Emperor turned towards Mimik sharply, steam burning away his fresh wash. "I don't know if you've noticed, but we are outlaws on the run. That little thing in Naltor ... I wouldn't try to report into an ICC station anytime soon. Unless you want to go to Purgatory Max."

"That's an understatement. Nigel is correct, but I'd rather have the wrath of the ICC upon me than that of Savage."

Cy'ber walked towards the door and looked out into the hallway. He had been staring for scant seconds when three of the scythe-like humanoids appeared. He stepped back into the room. "I have never seen a sentient form quite like that before.".

While the Regulators realized their current state of affairs, Savage and Mann had been led to a larger room. Pizta had come with them to personally groom them. Mann was amazed that on a planet of strange forms and bizarre shapes, Pizta looked so humanoid. In fact, at least according to him, she was very attractive. She washed the hands and feet of the immortals, offering them water and a foodstuff which most resembled sweet rolls. While Savage devoured the food, apparently feeling quite at home, Mann chose instead to sip water.

"We thank you for your generosity, Pizta."

"It is not a problem, really. We are very excited to have off-worlders on our planet."

"As well you should be, my dear."

Both looked at Savage who was finishing up the plate of provisions.

While Mann's watch told him it had been six hours since they left the ship, it had felt like only a quarter hour. Time did indeed move strangely on D'palisica. Finally, Boupa returned with the Regulators in tow, as well as three other robed individuals.

"Well, Boupa, what would you have us do now?"

"Savage, now is the time ... to enter the Canyon of the Dead ..."

Savage jumped up and threw his boots on, looking over at the Regulators, than at Mann. "Let's be going now, shall we?".

While Savage felt at total ease - - and was experiencing a rebirth of sorts - - many of the Regulators felt the air fill with a tense fog as the canyon walls moved in on top of them. Kevik Mann stood closest to the Sun Emperor and felt the air warm to a temperature that made him perspire. He looked ahead, as the group began to move along in a single-file line, and wondered if the Regulators did have something to fear.

The small man with the obsidian eyes turned and looked up at Savage and then down the column at the bizarre off-worlders. Except for the odd United Planet craft that mistakenly found D'Palisica in decades past, it had been so long since anyone had come to the planetoid.

Let alone, two men with their birthright tied so closely to his own.

* * * *

The Mark 494 Cruiser had come to a complete stop, while Wildfire and Bounty were brought on board. They had been searching for hours and had yet to find any trace of Vandal Savage's craft. They were almost entirely sure he had not taken the Stargate, but instead had sought his destination amongst the positions Wayne had isolated. They had nearly exhausted their search, and were growing weary of what now appeared to be a wild goose chase. Their pursuit would now have to be modified, in a way that only one could fully accomplish, and comprehend.

Dawnstar was led away from Wildfire, and taken to Haarlack's quarters. Of all the members of the League, only Fate appeared to be non-social, and this may have been due to the mystic energies he had learned to harness. She thought as his door quietly hissed open that it must be taxing to be in control of so much power and remain in contact with one's humanity.

"Please, enter."

Dawnstar slowly entered the room, observing almost immediately the serenity she felt. It puzzled her that this was capable from a Khund. "Thank you, Haarlack. Mr. Wayne said that you have need of me.".

"Although I do not agree with the reasons you are aiding us, I believe you may be able to locate Vandar and the Regulators."

"I have a family the doesn't mind receiving financial aid from their daughter. Regardless, I have sworn to find Savage and my former comrades."

"Please, sit down on the stool that has been provided for you."

Dawnstar sat on the stool and almost grinned when she realized how comfortable it was, and how Wayne seemed able to fulfill the team's every need.

"You like it?"

She nearly blushed as her wings closed in around her head, shielding it from some of the dim lighting in Haarlack's room. "Yes ... I am used to being treated well, but this is almost unnecessary.".

"And why would that be?"

"I am nothing more than a bounty hunter and I have not yet carried out my part of the contract.". She wasn't quite sure why she felt so open, but she was sure it had to do with being in the presence of such a powerful mage.

"I will help you with that ...". Fate reached out and took her hands into his.

It was at this time that she looked out and saw Fate hovering in front of her, in a state of meditation, a meter or so off the ground.

"Please, Dawnstar, concentrate. Think of finding Vandar Adg."

A small amount of visible light began to wrap around itself in the space between Fate and Dawnstar. The light, whose source was unknown, began to swirl faster until it seemed to replicate the area of the galaxy they were in. Dawnstar opened her eyes just a little and couldn't believe what she was witnessing.

"Dawnstar ... what do you see?"

"Something amazing, Fate. I can almost see where they are ...". She began to wilt, feeling beads of sweat forming on her face and arms. She continued to look at the more defined ball of energy that was quietly calling out to her. Then she began to see. Minute at first, but growing with each passing second. She could make out a small planetoid that circled the remains of a larger planet. On this planet were few native to the insignificant rock, and fewer still who were from afar.

"I ... I believe I can pinpoint ... their location.". Dawnstar gasped, then fell forward from the stool. She hit the ground softly, as her wings seemed to know to break the fall.

Fate wasn't sure if she could have handled such a transcendental manipulation of her tracking ability and rushed to her side. She wasn't unconscious, but rather dazed. "I am sorry, Fate. That was ... taxing, to say the least.".

"I am sorry, I wasn't sure if you could handle it."

"But we had to try, Haarlack. And I know where Savage is. It is so clear to me. So very clear ..."

Drake Burroughs sat in the cabin area and looked out at the nothingness that he had spent the last seven hours in. He hadn't grown tired, but was beginning to worry about the young Starhavenite's endurance. He sat behind Troy Stewart as he made slight changes in the holding pattern the starship had taken. Burroughs was amazed at the little ditties Stewart could carry when he whistled. They almost seemed like full-fledged compositions.

"Hey Troy, what was that last tune you were whistling?"

"It's an alternate form of the national hymn of the little island nation I'm from."

"What island is that?"

"Have you ever heard of Marzal?"

"Hmmm, can't say that I have."

"Most people haven't. It's kind of hard to find."

"Yeah, well anyway, you can really keep a note."

"Thanks. It would seem that I have a knack for vocalization."

"I hate to cut this conversation short, but we know where Savage and his men are."

Stewart and Burroughs turned to see Wayne walking towards them. Behind him was Fate.

"Hey boss, where is Dawnstar."

"She is resting and will soon join us. The event she and Fate experienced was most taxing."

"I bet. Magic mumbo-jumbo isn't in my cards."

Wayne turned and handed Stewart a mini-com. "Here are the coordinates we need." he said, sitting in the co-pilots chair.

"Gotcha.". Stewart punched in the proper code and seconds later the cruiser had banked to the left and was gaining considerable speed.

India Blue and David Emery sat in his room and watched as the ship accelerated and changed course.

"It looks like things are back on track again. I just hope we aren't too late in finding Kevik."

"Don't worry, India. Kevik knows how to take care of himself. Besides, it sounded like this Savage character needs him for something."

"You may be right. David, can I ask you something?"

"Ask away ..."

"How did you do that thing on Naltor? You know, where you got inside my head?"

"I'm a Titanian, India. There are certain things we can do with our mental capabilities. Although I've channeled mine in a far different role than most of my people, I still have minor uses for the other, better known disciplines of my people."

"You mean telepathy?"

"A very minor form. On Titan it is called Corrin Telepathy, and allows the user to leave mental images in someone else's mind; but doesn't allow them to tap or manipulate those thoughts."

"So why me?"

"Questions, questions ... okay, if you really need to know. Ever since that one time, on Mars."

"Yeah ..."

"Well, I have developed a fondness for you."

"Like a crush?". India gave David a crooked look, the kind that he would normally feign away from.

"A little bit. But I'm over it."

"Really, than how do you explain Naltor?"

"It must be my subconscious." Emery replied, growing increasingly warm under the collar. "I'm ... I'm not sure.".

"Well, when you find out, let me know.". She got up and walked out of his room, bumping into Drake, who was walking by.

"Ooops, I'm sorry."

"Don't be.". India looked back at David Emery and then proceeded to make her way down the hall.

Burroughs looked at India and then looked in at the embarrassed Emery. “So what did you do?”.

“Nothing, Burroughs, nothing at all ...”

Thirty minutes later, while the Sun Emperor was experiencing a complete leave of his senses, the Justice League Mark 494 Cruiser spotted and locked in on Savage’s destination. The ship’s onboard computers were taking in a tremendous amount of readings, calculating the make-up of the planetoid and the reason its energy source was almost off the chart.

The team had come together in the large meeting room, watching the Kord holo-vid update the site of Savage’s Tyrrazanian Warship landing, and the status of the party they were looking for.

“It would appear that they have gone underground, or somewhere where our scans cannot locate them.” Wayne pointed out, looking at the images showing the Regulators trail stopping at a large arch-like object.

“This is a magical place, Wayne. More magic than many places I have been to.”. Haarlack felt an emanating pulse, like that of a giant heart, pounding from the surface below.

Dawnstar had entered the room, having changed her costume from that of a skimpy yellow attire, to something in all black. Her hair was pulled back in a tight pony tail, and she had added a holster to her shoulder.

Wayne looked her up and down, believing for a split second that this person was entirely different than the Dawnstar he had first encountered. “We don’t usually believe in the use of guns for a mission.”.

“I don’t either, Mr. Wayne. This is a flashlight commonly found in use throughout the Asteroid Archipelago. Its high-intensity beam can cut through the darkest night.”

“So can I.” Wildfire said chauvinistically.

“I would prefer to rely on the one person I trust. Myself.”

“Have it your way, Dawny.”

“That’s Dawnstar, Mr. Burroughs.”

“Okay, I believe you have each made your point. Mr. Stewart is going to position us in an orbit above the landing site of Adg. While I don’t have any fancy flight rings to give to you, I do have something that may excite you.”

He led them to a room across the hall and flipped the lights on. Alfred the Probe could be seen making some last minute adjustments on the machine in front of them. It seemed to be a large tube, capable of holding three individuals.

India walked up and inspected it. "What exactly is this?".

"It's something I brought with me from my time. In the Justice League we had to have a way to get to our satellite. This was it."

"You mean to tell me that we are shooting down to the planet in a teleporter based on 21st Century technology?". She looked both excited and frightened.

Wayne smiled, "Well yes, yes we are.".

"Well, then. Let's go get Kevik back."

"Agreed India." Wayne said, looking his team over one more time. "Let's go planetside.".

* * * *

"As you mentioned earlier ... you have need of eternal life. Like the other ... who remains in the shadows?"

At first, Savage didn't hear Boupa directing a question at him. The sights and marvels he was taking in were things he couldn't have dreamed of throughout his long life. He had noticed that they had stopped, and this had given him a chance to look to the left and right of the line. Throughout the deep canyon, its walls were laced with intricate doors and exteriors to buildings that had long ago lost their intended design. The architecture was set in stone, like marble, with the rich tones of red, violet, emerald, and obsidian at the builder's disposal. All of it brilliant, yet a certain dread crept out from it.

It was at this point that he noticed Boupa staring blankly at him.

"Hmmm, pardon, Boupa?"

"This immortal life you discuss ... is it anything like the one ... the one who dwells in the shadows."

"Oh no, my dear little man. Vrykos is the last of the undead. He is a vampire of sorts. The longevity I once possessed came from this source. Like Kevikan's stone."

"Oh. The source ... you have endured so much in looking for ... we will soon be upon it. Although ... you may not be granted what you seek ..."

Vandal stopped in his tracks, while the absent-minded Mimik walked up the back of his feet.

"I'm sorry, my mind is elsewhere." Mimik muttered at Savage, with the sound of his voice trailing off in no particular direction.

"As is the key to my continued existence." Savage bluntly stated, striking Kirt Niedrigh across the face with an open hand. With his other hand he threw up the "stop" signal. He then turned towards the four robed figures in front of him. "You will have to pardon me, for asking Boupa, but why have you told me that I am 'chosen'?".

"Because ... you are. You seek the God Seed.". Boupa looked at Pizta, the female member of his clan and motioned at her. She stepped past her brethren and took hold of Savage's shirt sleeve.

"You have nothing to fear ... Vandar Adg. Being here is special ... to you and to us. You have to ... trust me." she nearly whispered, turning her head forward.

"Listen to the woman, Savage. You have brought me this far, and I may still be needed by you.". A chuckle followed this response.

"Who...!". Savage turned again, as Mimik quickly ducked to avoid his wrath. Niedrigh hadn't said anything and also looked down the row in amazement at who could have spoken to Savage in such a matter.

It was Kevik Mann.

"I am starting to believe that you are excess baggage, old man, so watch your tongue. It would be a pity to lose it on a planet such as this"

"Oh, I'm not worried about losing my tongue, or my life, Adg. I am, however, worried that I might lose my ride home. It isn't good to show fear in front of your men."

Cy'ber Gath looked out through his visor, and while he couldn't see an open expression of fear on Vandar's face, he nonetheless detected an increase in Adg's adrenaline level. With a simple touch he had infected each member of the Regulators and most of the Justice League with tiny nanite transducers that gave him a highly efficient means of keeping his partners close, and his enemies closer.

"You make me smile, Mannomaka," a grin growing across his face, which was further illuminated by the dark walls and the quickly approaching suns' set, "but I am not afraid. Perhaps your level of excitement will rise once you feel the truth that I feel now.".

"That isn't truth you feel, Bloodroot, but rather the folly of your error. For all you have calculated, you never once thought that you would arrive to this moment in time. The appearance of those that may be of relation to us has you bewildered."

Savage shook Pizta free and nearly knocked over Mimik in his haste to get back to Kevik Mann. Cy'ber Gath stepped aside, and the Sun Emperor took a step back. Vrykos was nowhere to be found, yet close by.

"Listen to me, you nearly insignificant piece to this puzzle. Breaker thought himself irreplaceable, and as you have witnessed, his school of thought was flawed."

"I am sorry, Adg," Mann replied, now hoping to bluff his way into Savage's confidence, "perhaps it is my growing enthusiasm that led me to take brief leave of my senses.".

Vandal's face was washed over by a glow of relief. "Yes, perhaps you are correct. Besides, why should I be the only one to share in our discovery. Please, walk with me.".

Kevik walked forward with Savage, and they were soon on the footheels of the high priests. He had noticed Vrykos disappear the minute they had entered the canyon in single rank. Every few paces he searched the shadows and had at last made out the creature of the night. Savage was a very intelligent man and capable general. Vrykos was Savage's ace-up-the-sleeve, and Mann had now become aware of that.

The party continued to walk for a quarter hour, and Gath had estimated they had dropped two hundred meters in that period of time. They finally came to a colossal arch, vaulting high into the air. Through the arch was what appeared to be a large, broken door. Nobody, save Cy'ber Gath, could make out the contents of the room behind the door; and this was barely, as the Coluan's microcircuitry was being scrambled by unknown means. What he could make out amazed him. Energy sources were beyond any readings he was gathering, and there appeared to be about another seventy or so life forms inside. They were mostly in groups, on different levels of what Gath thought was a rotunda of sorts. A very multi-leveled rotunda.

Boupa turned to the assemblage and motioned upwards to the arched gateway. "To those of you ... from off-world, this site will amaze you. Those that have lineage from D'palisica and Citrina will find what you have searched for.".

"That is all we ask, Boupa."

"Vandar Adg, Kevikan Mannomaka ... I present to you ... the God Seed."

"This appears to be their place of worship." Nigel whispered to himself.

"And it is ..." Boupa said, looking right through him, "we will now show you the God Seed. Immortality ... is then up to the ... other.".

Two large bi-peds led Kevik and Savage and company into a large room. At the center was an altar that was flush with what looked like a dark pool of water. The Regulators were led to a pew behind the immortals. They were made to kneel down. Boupa and two of the other high priests had circled in front of the two immortals and faced them from the other side of the spherical place of worship.

"As we told you before ... Adg and Mannomaka ... what you seek is here ... yet, rather there ..."

Kevik looked down and could see the area left uncovered begin to glow as a soft, chaste resonance began to fill the chamber. Mann thought at once of the whales that had once filled the Earth's oceans, and their gentle chorus.

"Citrina ... could no longer support our magic ... it imploded nearly six centuries ago ..." Threx began to state.

"But what of my immortality, or should I say the stone which grants me my longevity?". Savage eyes were huge, literally exploding from his face as he took in every word as gospel.

"Cor ..."

The robed figure standing to the right of Boupa stepped forward. "Some of her shards, her essence, exploded through the chronal spectrum. Most was not found ... some, like yours, was ...".

"What is D'Palisica, Boupa?"

"Have you not guessed already? ... this planetoid is the soul of Citrina ... and this before you ... is her heart."

Mann's mouth dropped open. "This is a planet of death.".

The space in front of them now pulsed with a silver-red color and the once harmonic sound was now nothing more than a heart beat, resonating through the hall. Boupa walked closer to the open, fleshy area and held his arms out to Kevik and Vandar.

"This ... is the place you must journey to ... eternal life may lie within ..."

"Thank you, Boupa, you have been most inspirational.". Savage rolled out his right hand and snapped his fingers. A Giffen Mark V Magnum pulse cannon appeared out of the ether. He turned and looked at Kevik Mann. "A little something I picked up from a Daniel Hunter. It's so easy to fold space and time, if you really put your mind to it.".

The blast fired from the cannon at such close range left little more than a residue, that was once Boupa, smeared on the robes of his bothers. Savage turned and used the butt of the weapon to knock Mann unconscious. He was still looking forward, mouth agape as the large metal handle descended upon his skull.

He pointed the blaster at the remaining priests, "Surely one of you know the ritual needed to gather immortality. WHAT DO I NEED TO DO??!!".

None looked his way, but rather attempted to flee the room. Savage was in no mood for further discourse and proceeded to vaporize the fleeing. He turned and looked at the unconscious body of Mann, and then at the pulsating membrane that stuck out from the floor. For a split second he thought of tossing Mann onto the thin film to see what the results would be, but hesitated. He was Vandal Savage and was never afraid of the unknown.

Savage turned to the Regulators, who had now taken defensive stands as the rotunda had exploded with chaos. Those that still possessed a means to use magic were erecting shields, still others began to emit spells of force.

"You heard the man," Cy'ber yelled, "Regulators, mount up!"

While the Regulators prepared to get into the melee, Adg stepped up next to the unusual skin and tapped it with his boot. It was soft and permeable. He prepared to advance onto his destiny, when he was interrupted ...

"I have seen the Lazarus Pits and you are not man enough even for them!"

"Damn you, Wayne. I will not be stopped!!". Savage turned and fired a few blasts off at the Griffin, striking a D'palisican in the process. He then turned and fell into the membrane, which quickly enveloped him.

The rest of the Justice League burst into the room, to find themselves in a most bizarre stand-off. While it was their intent to stop the Regulators, they now had to be concerned with the panicked natives. Griffin tried to yell above the sound of blaster fire, energy bursts, the heart beat, and excited magic.

"Take out the Regulators, there's a bounty on them! I'll deal with Adg."

"I don't think so ..."

Wayne thought it was smoke from a smoldering robe, but it wasn't. Rather it was Vrykos, rising like a wraith into the air. The Griffin didn't have a chance to lob a holy water laced grenade in his direction. Instead, it was all he could do to keep Vrykos' fangs away from his neck.

While Wayne wrestled for his life, the Justice League had sprang to life. Fate had mystically teleported himself to the side of Kevik Mann and checked his vitals. He then looked into the God Seed and could see Savage, laying still in a form of stasis.

"We will get you Adg, you have my word.". Fate brought his hands together and chanted three words in Khundish. Seconds later, a shield formed around the God Seed that was both impenetrable and opaque.

The Regulators had decided that waiting for Savage would be futile, and that he was already dead, or something close. With the appearance of the Justice League and the mention of a bounty the thought of fleeing appeared better and better. They pushed themselves past the stick-like creatures that had been serving as guides, noticing the lack of strength they put forth. Cy'ber theorized that they had long ago lost any true feeling for musculature and had shriveled to their current shapes. Their attempt at retaining the Regulators was symbolic at best.

"How the hell do we get out of this place?" Mimik moaned, having grown frustrated with the current turn of events and longing for a reprieve.

"If my cyber interface will allow me ... I think I can download a way past the League.". Although it took nearly ten seconds, Gath was able to discern the direction they needed to head in order to reach the outer gateway and the trail that led to their ship.

"I think we should be brisk about this, for some reason the vibe here has grown worse in the last few minutes." Mimik said, nonchalantly.

"Bloody Grife! You really aren't all there, are you Kirt. I'm gonna light up and give a little aerial re-con. Cy'ber, you take point."

Cy'ber Gath pulled out a Khundian Round Pistol and began firing into the rotunda, hitting D'palisicans of every shape and size. If it was chaos that would get them out of the hole, chaos he would create. Mimik went a step further and grabbed a walking stick by its chest, absorbing any magical abilities it might possess. The overload he received wasn't worth it.

"Cy'ber ... C-c-c-Cy'ber!!! Help me!!". Kirt's body began to morph and change shape, slowly reaching a facsimile of the humanoid he had grabbed. "Help m- -".

Mimik was hit from behind by Mischief who had made it through the crowd. "Round two, meat".

"No, n-n-n-no ... you d-d-d-don't undastn!!". A crackle of energy sent Mischief flying as Mimik screamed.

Nigel could see this nightmare unfolding and thought more than once about ending Mimik's current existence. In the end, he couldn't bring himself to do it, and instead kept his eyes open for an member of the League he might face, namely Wildfire. Drake Burroughs didn't let him down.

"You-hoo, flame guy, I'm up here!"

The Sun Emperor didn't expect Wildfire to hit him from above, and could not understand how he got there. Burroughs alternated his blasts in a strobe-like effect, disorientating Douglous, while at the same time stinging him like a hive of Winathian honey bees.

"That's good form, Wildfire," he shouted, trying to cover his eyes, "but I believe in one, brute strike!". He crossed his arms and released a solar wave that washed Wildfire out. He flew uncontrollably into a column high in the rotunda and crashed to the ground, with it on top of him. "Rookie.".

Cy'ber gave Sun Emperor the "thumbs-up" sign, then proceeded to make for the exit. He didn't think Mimik would make it, and knew that as an outlaw it was every man for himself. He ran up a circular stairwell, over several dark-colored robed figures and into an entry way that would lead him to safety. His visor was transferring a large amount of energy to giving him the clearest night vision available.

KRACK!!

Unfortunately, it didn't pick up the sliver sphere that was launched at him from behind, by India Blue.

"Who the hel- -". Gath spun low, hoping to knock Blue off her feet as he did once before. Instead he was hit from above with a force brute enough to shatter his visor. Nearly blind, he fumbled for his sidearm. Instead, he picked up a feather. "Grife!".

"All alone, and blind ... how apropos. Like a rat."

He could hear a metallic scraping against the marble floor and felt the cool silver ball of India roll up against his hand.

"There you go, throw it at me."

Gath tried to vector the sound and launched what he thought was a perfect strike. He was horrified to hear the hard "Thump!" as it landed in someone's hand. He felt the wind change above him and knew that Bounty was close by. He did the only thing he could do.

"Mercy."

"I don't think so.". Dawnstar had flown down and scooped India up. The gallery was high enough that she could get considerably higher than Gath's position. It didn't hurt that they had night vision contacts. Gath looked up towards the voice and instead felt the hard kick of India Blue's boot against his jaw.

Then the lights went out.

While Gath was meeting his fate in the dark, Mimik was having problems of his own. He stumbled away from Mischief, unsure as to whether he had killed him, or not. Either way, he didn't care. It felt as though fire was coursing through his veins, and there was little he could do about it. His ability to morph at a genetic level into someone else worked best against the non-meta human. In a span of two days, he had harnessed in the dreadful undead, Titanian lycanthrope, and now a mage from a forgotten planet. His body couldn't take the overload.

"Have to get this out of me ..." he said, looking for a means to end his pain. "S-s-s-s-omebody, help me ...".

She had been running towards Kevik Mann when she heard the faint cry for help of Kirt Niedrigh. Pizta turned and approached him, believing him to be one of her own. She bent over him and noticed immediately his Regulator coat, somehow morphed in his twisted skin. "I cannot help you.".

"But I can.". Drake Burroughs was bloodied and bruised, but was still cognizant to the events unfolding.

"What can you do for him?" Pizta asked, unsure of what type of magic Wildfire possessed.

He bent over the struggling Mimik and raised his left arm high behind his body. Pizta attempted to grab it.

"Listen, woman. The only way this guy's pain goes away is when he's unconscious. I'm gonna make that so.". Wildfire grabbed him by his left arm and raised his right one, which felt broken.

Mimik looked up and could see the confrontation between Wildfire and Pizta. He tried, in vain, to grab her leg and let her know that it would be all right. For his sake Burroughs persevered.

"Nighty, night." he said, striking Mimik hard enough to knock him unconscious. He was almost positive there was a twisted smile on Niedrigh's face.

Wayne was in trouble. There was no other way to look at it.

"I have dined on magic all afternoon, human. I do you as a favor to Adg.". His breath stank and drool dripped from his mouth. He was covered from the neck up with dried blood, thickened like syrup.

"You ... will ... not ... have ... me, ... you ... monster ...". Wayne felt for anything that could aid him, and found something. He managed to free his right arm, which was pinned between Vrykos' body and his, and jammed it deep into scar that stuck out of the vampire's chest.

Vrykos lunged back as the subconscious horror of being stabbed again filled his head. He hissed at the Griffin, as he jumped off of him, clutching at his exposed wound, which was centuries old.

"Damn you, Wayne, damn you!"

The Griffin reached into his utility belt and grabbed his remaining grenade that was laced with the holy water. It was given to him by a contact in the Vatican City with close ties to Pope Maddelyn Rachel VI. It had been rumored that one of the undead had attended Savage's summit on the Isle of Man.

"No, damn you, Vrykos!". Wayne rushed at the vampire, again jamming his hand deep into the undead's wound. There was a snap as Vrykos made a valiant attempt to stop the Griffin from trying to destroy him, breaking his right arm and nearly tearing it out of his shoulder.

The grenade exploded, sending a small shard of Vrykos' shoulder into the air as the last of the undead screamed in agony and turned to mist. Wayne bent over in pain, trying to find a containment net to smother Vrykos. When he looked up, the vampire was gone.

"You are a most noble warrior, Wayne."

The leader of the Justice League looked up and saw Pizta walking Kevik Mann over to him. India Blue and Dawnstar had entered the rotunda from the second floor and were coming down as well, attending to an unconscious David Emery.

India looked around at the utter chaos, hugging Mann in the process, while Wayne checked on Emery. "It would appear that we are all accounted for.".

Wayne shook his head and winced, not at his own pain, but at that of the one person who was like a brother to him. "All except Fate.".

* * * *

Haarlack meditated above the pulsing skin for what seemed like days. He was weaving a very powerful spell of containment, while trying desperately to contact Savage at a different level beneath the shell. He looked down and could see the colors change on the membrane, growing darker until it was almost black. If he was to save the soul of Citrina, he would have to execute his next move perfectly. Fate looked into his cape and there was nothing. Again he concentrated, mumbling words in harsh Khund, and again there was nothing in the cape. At long last he heard a voice. Faint over the pulsating of the heart, but growing louder.

"Haarlack of Khundia you must stop Adg. You must stop him now."

"I am trying."

"No you aren't, boy." came a much harsher tongue.

"Silence. Do not listen to him Haarlack."

"What should I do?". He began to sweat heavily, only now realizing that the role of Fate may be even too powerful for him.

"Do not give up, Haarlack," the sharp utterance was back, "look now in the cape.".

Fate did so, and saw a glimmer. He reached in and could feel something metallic and warm. "What is this - -".

It was a gauntlet.

"There was once a different Fate, one that was very different."

"Late in his career, in his twilight, he formed a gauntlet to fight evil forces." the masculine voice continued.

She quickly replied, "When evil finally was at the forefront of conquering him, and the others, he hid it.".

"And now I have found it ..."

"We will speak to you soon. Be careful, our son."

The voice of Tanen-Zik faded away, as Fate held the gauntlet in his hand. He tried it on his right hand and found that it fit very comfortably. He then looked down at the membrane which had dried out, and now appeared to be more of a husk.

"I'm coming for you, Adg!". Fate descended from his meditation and drove the gauntlet deep into the skin, hearing it wrench and rip its way to its target.

"AAAAAGGHHH!!!!"

It had found what it was looking for. Fate drove the gauntlet deep into Vandar Adg's chest and wrapped it around the granite-like foundation that protected his heart. He then ripped Savage from the God Seed, as the immortal screamed in pain.

"What have you done to me, you demon! Let me go!! I swear I will hunt you down until I have killed you and any of your kin!! So swears Vandar Adg, the Savage!!!"

Fate looked deep into the madman's eyes and tightened his grip around Adg's stone-aorta. He could hear the crunching sound and knew what must be done.

"FOR GRIFE'S SAKE, STOP!!"

"No."

"YOU ARE KILLING ME!!!!!"

"I know.". Fate let the spell of containment reside, letting those outside see the death grip he had on Savage. A Khund never left an opponent to live after delivering such a harsh blow.

But Haarlack was more than a Khund.

He was fate.

And he was a hero.

"Not today, Bloodroot.". Fate flung Savage at the feet of Kevik Mann,

He looked up, with bloodshot eyes, hoping for something, anything from another immortal. "Help me, brother.".

"I'm not your friend, and I'm not your brother." Mann said, gently pushing him away with his foot.

"You have to help me, we are the same.". Savage could see Mann, and the rest of the Justice League. The Regulators were dead, defeated, or gone.

Mann bent down and whispered into his ear, "Not even close.".

Wayne walked up to Fate who was sliding the gauntlet back into his cape. “You did good, today.”.

“Thank you. I told you I would not let the team down.”

“You didn’t.”

“I didn’t save Citrina ...”

“No, Pizta doubted that you could.”. Wayne looked over at the rather attractive D’palisican.

“What of her people?” Haarlack said, looking at the devastation around him. Bodies were strewn everywhere.

“There are only twelve left.”. The Griffin took off his mask to reveal a very bruised face and cut lip. “She may seek asylum on Baaldur.”.

“That would be good. There are those with blood ties to Amethyst.”

“That’s what she said. Let’s go and see how everyone else is doing.”

David Emery had regained consciousness and look up at India Blue. “It looks like you found a new partner.”.

“Who, Dawnstar? Nope. But between you and me, it felt good to have a couple of sisters beat up on that pig-headed Coluan. He reminded me of Zeus.”

“Why wouldn’t he?”. He smiled as she brushed some hair on his forehead back into place.

Mann walked up to Wayne and Haarlack, looking cautiously at Savage the whole time. “What should we do with him?”.

“What the Justice League has always done with its villains, turn him over to the proper authorities.”

Mann turned to Fate, “Do you wish you would have - -”.

“No. He will get his just punishment.”

“Very good.”

Wayne walked over and consoled Pizta before turning to the rest of the League. “What we have done here, today, was very noble. We set out to defeat an enemy whose bloodlust is only exceeded by his craze for immortality.”.

“Alex ...”

“Yes, India?”

“Let’s go home ...”

* * * *

Nigel Douglous had exited the chamber and picked up speed as he flew straight up and out of the canyon. Within minutes he had found the Tyrrazanian Warbird, and an unwelcome visitor. Standing outside the starship, with a Probe unit, was a man wearing a Justice League transuit. The Sun Emperor almost mistook him for a D’palisican, but then he turned around and Nigel could hear him whistling.

And if he wasn’t mistaken, the “Star-Spangled Banner”.

He landed softly behind the guest. “That’s a nice tune you’re carrying.”.

“Thank you. You must be the Sun Emperor.”

“One and the same. And you?”

“I’m Troy Stewart. I am the Justice League pilot, for lack of a better position.”

“Well, that’s my ship. I’m leaving with it.”. Nigel began to heat up.

“I’m afraid I can’t let you do that.”

“And what are you going to do to stop me, whistle?”

“In a manner of speaking, yes.”

Section X - "Dear Sarya":

The following is an advice column written by AOL member Richard Lucas (RLucas3000@aol.com). Artwork is by Greg Turner.

HELLO, SWEETLINGS. I'M USING A TYPE STYLE CALLED 'UMBRA' THIS TIME TO CELEBRATE THE NEWEST VICTIM... UH, I MEAN MEMBER OF THE LEGION. I JUST HOPE THE DEAR GIRL DOESN'T GET IN MY WAY. AND SPEAKING OF DEARS, MANY OF MY DEAR SUBJECTS COME TO ME CONSTANTLY, SOME MIGHT EVEN SAY TOO OFTEN, SEEKING MY WISDOM TO SOLVE THEIR PETTY PROBLEMS. RATHER THAN DISTURB MY ROYAL PEACE AND SOLITUDE CONTINUOUSLY, I HAVE DECIDED THAT THIS BI-MONTHLY FORUM WOULD BE AN EXCELLENT PLACE TO SOLVE ALL OF THE UNIVERSE'S PROBLEMS. SO PLEASE, IF YOU MERE MORTALS HAVE ANY QUESTIONS, PROBLEMS, ANNOYANCES, OR OTHER TRIVIAL MATTER, DIRECT THEM TO MY SLAVE, ER, HUMBLE SERVANT, RICH LUCAS, VIA THE ANTIQUATED COMMUNICATION FORMS OF MAIL, TELEPHONE OR E-MAIL (FOR EMERALD, OF COURSE) AND HE WILL MAKE SURE MY ROYAL PERSONAGE RECEIVES THEM.

Dear Sarya,
My fiancee is a terribly brilliant man who wants to do deep space exploration. However, many of his colleagues think his theories are too radical and have censured him. I want to help but there are times when I think he looks at me and can't see me at all. What can I do?
- - Unseen in a Storm

DEAR UNSEEN,
YOUR FIANCEE SOUNDS LIKE AN OLD 'FRIEND' OF MINE. IN FACT, YOUR LOVE WOULD PROBABLY BE GREEN WITH ENVY AT HIS INTELLECT. BUT IT TOO A SUPER WOMAN TO GET HIM TO SEE THE LIGHT. DON'T BE AFRAID TO GO OUT AND BE NOTICED! DON'T THINK YOU HAVE TO BE HIS INVISIBLE WOMAN! (OH, AND I HEAR FORCEFIELDS CAN BE POWERFUL TURN ONS FOR THOSE 'SCIENCE' TYPES.)

Dear Sarya,
I am hopelessly attracted to Krinns who wear sexy pink and black costumes and sport magnetic powers. My greatest desire is to Rokk their world. POL-ease help me. I'll be forced to drown my sorrows in Kono juice if you don't.
- - Brokenhearted in Brooklyn

DEAR BROKENHEARTED,
I MUST ADMIT TO ALSO HAVING AN OCCASIONAL FLUTTER OVER THE RATHER MAGNETIC PERSONALITIES OF THE KRINN MEN. I SAVED THE LIFE OF ONE ONCE, YOU KNOW. THOUGH MY TASTE IN MEN TEND TO GO IN A MORE 'SUPER' DIRECTION. DURING THE TITAN-BRAAL WAR, I DID OPEN MY PLANET TO ALL YOUNG MEN FROM BRAAL SEEKING TO AVOID THE DRAFT, THOUGH THAT WAS FOR PURELY POLITICAL REASONS! I'M NOT SURE WHAT I CAN DO TO HELP YOU... OF COURSE! I CAN KILL LYDDA JATH!

THAT'S ALL I HAVE ROOM FOR THIS TIME, LAMBS. NEXT TIME THERE WILL BE ANSWERS FOR 'BATTY IN GOTHAM' AND 'GREEN WITH ENVY', AS WELL AS ANYONE ELSE WHO CONTACTS ME. PLUS, I'LL BE TURNING OVER SOME SPACE TO MY MOTHER, SELAYNA, FOR SOMETHING SHE'S CALLING 'ALL THE GOSSIP THAT'S UNFIT TO PRINT'. TAKE CARE!

Section XI - The Crisis On Infinite Earths checklist:

When I first compiled my Legion checklist for 1985-1986, I had considered including many of the *Crisis On Infinite Earths* crossover books in which the Legion appeared behind-the-scenes. Alas, I did not have the time to analyze those issues to determine which tied in with the Legion appearances in the main *Crisis* book. Some day I hope to do just that. Until then, I thought I'd include a list of Crisis tie-in books for those who don't want to wait for me to get around to it. Based on checklists in *Amazing Heroes #91* and *The Crisis on Infinite Earths Crossover Index*, I have compiled the following list of Monitor and Crisis appearances. I did find discrepancies between the two sources. *Amazing Heroes* incorrectly listed *Tales of the Teen Titans #58* immediately after *#47*, bearing the cover date from *#48*. I thought it might be a typo, but I checked *#48* and found no appearances. The Monitor did appear in *#58* however. Thus, I concluded that *#58* was simply listed in the wrong spot with the wrong cover date. *Saga of the Swamp Thing #31* was missing from *Amazing Heroes*. *Amazing Heroes* lists *G.I. Combat #275* only, while *The Crossover Index* lists *#275-276*. I found no appearances in *#276*. I had read in a Mark Waid interview that the Monitor's face was first fully shown in *G.I. Combat*, yet only the satellite appears in *#275*. I suspected the depiction of the Monitor's face to be in *#274*, located the issue at a comic convention, and verified that it is indeed the aforementioned missing appearance.

The pre-*Crisis #1* Monitor appearances:
New Teen Titans #21
New Teen Titans Annual #2
Green Lantern #173, 176, 178
Flash #338-339
Tales of the Teen Titans #47
Blue Devil #5
Fury of Firestorm #28
Batman & the Outsiders #14-15
Action Comics #560
Justice League of America #232
Tales of the Legion #317
Saga of the Swamp Thing #30
Wonder Woman #321
Infinity Inc. #8
All-Star Squadron #40
DC Comics Presents #76
Superman #402
Saga of the Swamp Thing #31
Justice League of America #234
Vigilante #14
Superman #403
World's Finest Comics #311
Tales of the Legion #319-320
Amethyst #2
G.I. Combat #274-275
Wonder Woman #323
Action Comics #564
Warlord #91
Jonah Hex #90
Batman #384
Detective Comics #551
Tales of the Teen Titans #58
DC Comics Presents #78

Crisis crossover issues (listed alphabetically):
All-Star Squadron #50-56, 60
Amethyst #13
Blue Devil #17-18
Crisis on Infinite Earths #1-12
DC Comics Presents #78, 86-88, 95
Detective Comics #558
Fury of Firestorm #41-42
Green Lantern #194-196, 198
Infinity Inc. #18-25
Infinity Inc. Annual #1
Justice League of America #244-245
Justice League of America Annual #3
Legion of Super-Heroes #16, 18
Losers Special #1
New Teen Titans #13-14
Omega Men #31, 33
Superman #413-415
Saga of the Swamp Thing #44
Swamp Thing #46
Wonder Woman #327-329
DC Comics Presents #94 (post-Crisis)

Section XII - Letters page:

Welcome to the ninth issue of *Legion Outpost II*. This fanzine is FREE on the Internet and will be made available through the mail a few months from now for a minimal fee (to cover reproduction and postage). I hope you like it. Send me anything and everything you've got! This won't work without you!

Before I go on, I'd like to thank the following AOL members for all their help: (1) Myke 4, for scanning the covers and other graphics for this 'zine; (2) Bruce Precourt, for helping to locate many more obscure early Legion cameos for the checklist; and (3) all those Legion fans who supplied articles for this issue.

Whew, another issue off to the presses (so to speak). This one wouldn't have been so bad if I wasn't fighting a really nasty stomach bacteria. Stubborn little bastards. Just finished the anti-biotics, but it appears they haven't quite done the job. Sheesh! This doctor's going to retire on me.

LEGIONNAIRES #50 and *LEGION OF SUPER-HEROES #100* are both fast approaching. Each will contain extra pages, the former with 48 pages and a foldout poster and the latter with a whopping 96 pages! Also, it looks as though we may see the return of the stranded Legionnaires to the 30th century in *#100*, however if we've learned one thing about the current creators it's you can never take anything for granted. Finally, we have been promised a new member or two in the near future. Any guesses?

A note to the readers regarding the checklist: (1) Beginning in January 1991, I began tracking the release dates of DC Comics. I have used that as my source for determining the publishing order for this issue's checklist. Note that my checklist lists the appearances in the order in which they were actually released, not in the order in which they were intended to be released. (2) I have included magazines that deal not only with the Legion of Super-Heroes but also Dox's R.E.B.E.L.S.. (3) I did my best to chronicle all appearances of the Legion-related alien races. Simple references to those alien races will be ignored, as will references to such commonly depicted 20th century worlds as Colu. Any and all corrections would be appreciated by not only me but all the readers as well.

I hope to publish a new issue every three or four months ... it all depends on you. I will also be updating each issue with corrections at regular intervals. The way to tell the latest revision will be by the version number.

This fanzine was originally written in Microsoft Word for Windows (PC) 6.0. Upon request, I will attempt to save the file in other formats, however I am uncertain whether all of the special features will convert properly.

Well, that's it for now! Please E-Mail all comments and ideas to me at outpost2@InfiniteEarths.org. See you next issue.